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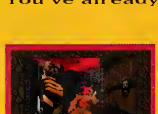

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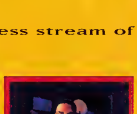

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WIZARD®

Number 47
JULY 1995

CONTENTS

features irregulars

34 OFF THE DRAWING BOARD
Coming soon to a theater near you...more comic characters are quickly finding their way to the big screen. By Cindy Pearlman

42 TAKING AIM
Visit John Byrne's humble abode and hear what the creator has to say about his prolific career and the comic industry itself. By Craig Shutt

up close

54 MAN OF TODAY
Roger Stern spills the beans on just what the heck he's been doing since leaving Superman, and why he's writing the Man of Steel's newest title. By Jack Curtin

62 CASTING CALL 5
Wizard casts everyone's favorite Vertigo family in the Sandman movie. By the Wizard staff

82 NEW KID ON THE BLOCK
17-year-old Trent Koniuga is the industry's youngest rising star. By Marc Shapiro

88 NO COVER
Who says comics aren't an art form? Four Color Images opens its newest comic exhibit. By Jack Curtin and John B. Lacey

90 BYTE ME, FANBOY
Now you can converse with fellow comic book geeks around the world, thanks to that nutty computer industry. By the busy Jack Curtin

contests

76 JUDGE DREDD
Fight the law and win tons of Judge Dredd merchandise!

86 BATMAN
It's Dark Knight aplenty, as we're givin' away a game system with Accloim's Batman Forever game, plus tons o' Batman books and card sets.

102 CONAN
By Crom! It's up to you to create an opponent worthy of besting the Barbarian.

136 METAL MADNESS
Recycle your old metal for a bunch o' new metal—namely Fleer's newest card set.

141 BARTMAN
Don't have a cow, man. You can win an original Simpsons animation cel!

149 WILDC.A.T.S
Hey, if you can spell your name, then you're well on your way to winning a complete set of WildC.A.T.s action figures.

JUDGE DREDD MUSCLES HIS WAY INTO THEATRES. PAGE 34

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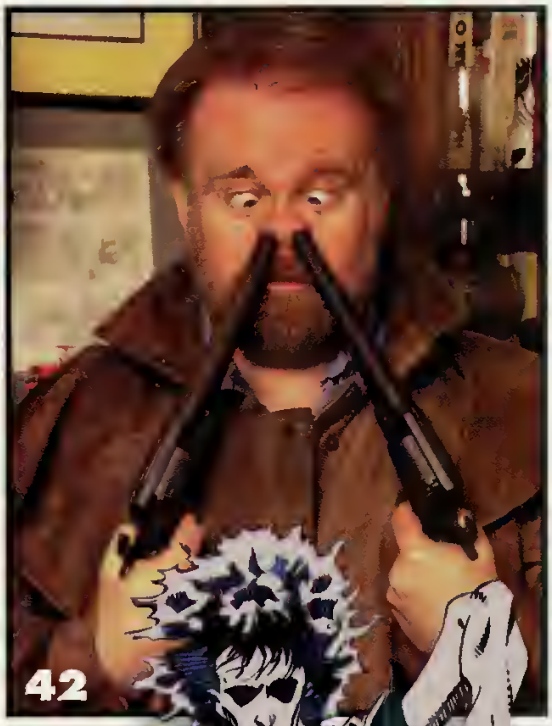

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62

departments regulars

	PAGE
MAGIC WORDS	8
WIZARD NEWS	19
THE DRAWING BOARD	71
HOMEMADE HEROES	98
C.B.I.Q.	106
CARD PRICE GUIDE	117
COMIC WATCH/GOOD & CHEAP	124
PICKS FROM THE WIZARD'S HAT	126
TOP 10 COMICS	138
TOP 100	140
INTRO TO THE PRICE GUIDE	150
COMIC BOOK PRICE GUIDE	153
SHOWS & CONVENTIONS	212
BULLPEN	215
WIZARD PROFILE	216

columns

FROM THE TOP	6
KRASH COURSE	66
CUT & PRINT	78
TOYING AROUND	95
POWER UP!	100
PALMER'S PICKS	104
MANGA SCENE	108
WIZARD OF CARDS	111
MARKET WATCH	142
E.G.O.	214

from the top

DROPPING NAMES

Finally, a Simon Bisley cover! After four years of trying, we got one. I also believe that Simon could play the movie role as well as Sly Stallone could, only Simon wouldn't be acting. (And I'd be remiss if I forgot Tom Grummett, who did our newsstand Supermon cover. It would be a disservice to Tom if I had to actually *say* it looked cool.)

And speaking of Sly, we're going to be giving away lots of Stallone autographs, so make sure you enter that contest, courtesy of Collector's Edge.

And while we're talking celebrities (tell me I'm not stretching this tangent), we've been getting some great feedback on the Casting Call articles we've been running for the past few months. Even Cindy Crawford (cast as Mary Jane Parker in the Spidey movie done in *Wizard* #42) signed a copy for me. She wrote, "To Gareb, with Love, Cindy Crawford." I really think she meant it. (And hey—make sure you write in and tell us which movies you would like to see us cast. I've already received quite a few from actual Hollywood producers.)

Also in this issue, you'll get a chance to see all of the variant *Gen*[13] (regular) #1 covers. Some of them are really neato. We've also included a very cool StormWatch mini-comic. Let us know what you think.

Starting next month, we've also got some really cool offers coming up, so make sure you're ready. Look for the cover with Catwoman, Wonder Woman and Supergirl done by Jim Bolent, who left some jaws dropping with *Wizard* #33's Catwoman cover and #34's X-Women cover. I tend to think you'll like it.

And all of these cool things lead up to our gold anniversary issue #50, where *Wizard* evolves to...the next level. (Scary, huh?) It'll have to be seen to be believed.

See ya soon,

Gareb S. Shamus
The Big Cheese

masthead

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Magic Words

Hey, I'm Naked!

For a few months now, we've been asking for letters telling us what you think of our feature articles and what you'd like to see in future features. They've been rolling in at a pretty good clip—heck, we're even running a letter this month about our asking for those letters. Thanks to all who have participated so far. Keep it up. And while you're keeping it up, let us know about this:

➜ Issue #43's "TM & ©," an article dealing with how you can trademark and copyright your comic creations, has been one of our most popular features in recent months. "Hot Off the Griddle," a humor article dealing with the eternal question of whether comics really sell like hotcakes or not, was one of the *least* popular. Thing is, we (the *Wizard* staff) thought "TM & ©" was kind of dry reading and we weren't sure if it would go over well with our readers. We thought "Hot off the Griddle" was an absolute hoot and that everyone would love it. The response tells us differently. So we pose some simple questions: Do you want humorous features? Or just straightforward ones? Or a mixture of the two? Let us know.

➜ Every month, we receive anywhere from 50 to 100 letters dealing with breakfast cereal characters. I have no idea why.

We lead off this month with a big letter from a big comic writer...

Dear Editor,

A cry of bewilderment rises from Turak's Lost Valley. A laugh of incredulity radiates from Doctor Solar's Atom Valley. Why these responses? Because they are amazed at what they find in Valiant's reprint volumes *The Original Doctor Solar* and *The Original Turak, Son of Stone*.

Who am I? I am the man who wrote these stories that Valiant is reprinting. With that proprietary involvement, let me offer some corrections and comments.

No doubt out of its respect for comics, Valiant has an archivist. An archivist keeps documents and records, and is an authoritative source of reference...but maybe not in Valiant's Universe. Inside the back cover of *Original Turak* #1, there is an "Afterword" written by Valiant's "archivist."

He starts his tribute to *Turak*'s artist by misspelling his name, renaming him Alberto Gialetti, when it should be Gialitti. The archivist may protest that this is precisely how *Overstreet* spells it. Any professional archivist would check at least two sources. Both Jerry Bails's *Who's Who of American Comics* and *Turak* issues from #98 on give him the correct spelling.

However, the archivist was busy elsewhere, as he had Turak "accidentally enter Lost **Land**." From issue #8 on, for over 25 years, I wrote 95 percent of all the Turak stories. Apparently I had misplaced my hero, as I had staged his adventures in Lost **Valley**.

Next, the archivist humbly confesses that, "Turak's creation is a mystery." Mystery? Why hadn't he looked on his no-doubt crowded reference shelf? There, he would have found a copy of last year's *Wizard Special Edition, The Beginning of the Valiant Era*. On page 9, the archivist would have read, "Newman was then to help shape a character who has become a pillar of the Valiant Universe...Turak first appeared in 1954, created by Western editor Matt Murphy. The series was beautifully illustrated by Al Gialitti." There it is! In just two sentences the name of the man who had created Turak, my imaginative editor Matthew H. Murphy, and the accurate spelling of Gialitti.

Let me state that I hold the archivist blameless for bringing us "a newly revitalized original with recolored artwork." What he means is Valiant's Ted Turnerization of the original art. In the May issue of *Original Turak*, I thought I noticed black scratches denigrating Andor's face, but then I realized the "enhancing" artist was

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a graduate of the Blown-Hair-Across-Face School of Art. In other panels, the 15-year-old Andar looks aged enough to be Turok's father. For a more detailed critique of the art, check Robin Snyder's January 1995 *Comics* newsletter. Robin had been a *Turok* editor and knows what Valiant's insolent revitalization really means.

Now, permit me to briefly make corrections to Valiant's *Original Doctor Solar* since I also happened to have written the first nine issues of the "Man of the Atom."

Despite the archivist's assuring us that, "Representing these classic stories from the original *Solar* series is a labor of love," he didn't labor hard enough to find out how to spell the artist's name. It is Fujitani—not as he misspelled it with a "g."

Once again, the archivist describes his difficult task, "As time has passed, memories have faded, records have been lost, and ascertaining credit has became a matter of detective work." It was all there waiting for the Archivist to see on page 10 of the *Wizard Valiant Special*, where it notes, *"Doctor Solar, Man of the Atom*, premiered in his own book in October, 1962. Like Turok, Doc Solar was the creation of editor Matt Murphy. Paul S. Newman wrote the first few issues." Solved!

Now, a more personal note: On November 7, 1994, I wrote to Steven J. Massarsky, Valiant's president. I told him I had heard that Turok and Doctor Solar reprints would soon be issued. I requested that even though there might be no contractual obligation to pay me for reprinting my stories, I hoped that Valiant would do what Marvel and DC do when they issue reprints—pay the original writer a small royalty. I also asked for writer's credits in the reprints.

Over two month's later, I have not had the courtesy of a reply. Oh, I realize that Mr. Massarsky is preoccupied with canceling books like *Harbinger*, *Rai*, and others. But he could have won "acclaim" in the industry if he even sent me a 10 dollar bill in a "valiant" effort to repay someone from whom he profited.

No, this is not sour grapes because Valiant did not ask me to write *their Turok* and *Solar*. In fact, [former Valiant editor-in-chief] Jim Shooter asked me to write *Turok*. He came up with a brilliant concept—he asked for a plot that would allow 24 artists to draw two-page pin-ups while moving Turok and Andar through their previous adventures in Lost Valley. But then Jim left the company. Mr. Massarsky did pay me for this plot.

Anyway, I am too busy now writing for Marvel's country music books like *Billy Ray* Cyrus and Disney stories including my favorite animated hero, Darkwing Duck, who appears in my 4,119th comic book story. Yes, I still find enchantment in visualizing heroes and heroines in exotic locations and suspenseful situations. I will keep writing as long as I enjoy it. Best of all, it gets my grandchildren, Mara and Daniel, what their father Peter and their Aunt Lisa once had received—free comic books.

Paul S. Newman
King of the Comic Book Writers

Dear Wizard,

To answer a question you posed in issue #43's Top Ten Heroes and Villains, "Ms. Lion" was Aunt May's dog on the *Spider-Man and his Amazing Friends* cartoon. Ms. Lion figured prominently in an episode where she saved the day when Spider-Man, Iceman, Firestar, Captain America, the Sub-Mariner, and other heroes could not.

By the way, I'm not pressing for the 10 bucks you offered to whoever knew this, but it would be nice.

Joe Richardson
Broken Arrow, OK

Thanks go out to Joe and the approximately 100 other readers who wrote in to tell us that they knew that the character in question was Aunt May's dog. It rather surprised me that so many people knew what we were talking about. I mean, *Spider-Man and his Amazing Friends* was so lousy, even I didn't bother watching it. And I'll watch *Bewitched* till the cows come home.

Jim,

Why doesn't someone produce a Doc Savage comic book? Has there ever been one?

Rex Bridges
Gulfport, MS

There have been comics based on the popular pulp magazine and radio serial character Doc Savage in the past. Notably, DC did both a mini-series and a regular series in the mid-'80s. These days, Dark Horse holds the Doc Savage comic license. They have a Doc Savage/The Shadow crossover slated for release sometime this summer. Should be cool.

Dear Wizard,

At the age of 33 I have rediscovered, through my seven-year-old son, a passion of my youth...comics! From the age of about 13 through 18, I was a regular reader of a number of comic titles, notably *X-Men*, *Fantastic Four*, *Moon Knight*, and of course, *Superman* and *Batman*. But with "adulthood" came more serious pursuits. Comics went by the wayside. I am now realizing what I have missed for the past 15 years. Anyway, on to the reason for my writing.

I respond to a letter from Jerry Perkins in issue #42. In his letter, Jerry suggests that the Comics Code is outdated and that Marvel should remove the Code stamp from its covers. He then adds that they should make their comics more "realistic." I could not disagree with these sentiments more.

One of the issues I now deal with as a father is the matter of suitability in comic material as it concerns my son. I have been discouraged to check out "hot" titles like *Spawn*, *Cyberforce*, and *Prophet* only to find that they contain extremely graphic violence—violence that is way too much for my seven-year-old to handle. A recent issue of *Youngblood* even went so far as to have several pages on one of the characters posing nude. Definitely not kiddie stuff.

I am no prude. I am looking forward to sharing the fantasy world of comics with my children as they grow, because I know they will enjoy it as much as I once did, and now do again. But I have to be able to find material that they can handle, and that I can still enjoy. My son does read the toned-down "adventures" versions of some of the titles, which I am not very interested in. But at least with some of the core DC and Marvel titles, we can read books together and both have a good time. I appreciate knowing that a book with the Comics Code emblem will

Pen Pals

Want to get in touch with your fellow comic fans? Or want them to touch you? Send your name, address, age, gender, and three favorite titles to Pen Pals, c/o Wizard Press, at Magic Words's address on page 16. Hey, make a friend!

Reggie Dupré
Age 11 Sex Male
211 Bellevue
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Lafayette, LA 70503
Likes *X-Men*, *X-Factor*, *Spider-Man*

Sky Self
Age 15 Sex Male
2910 Hemphill
Brownwood, TX 76801
Likes *Wolverine*, *Savage Dragon*, *Prime*

Spring Anderson
Age 15 Sex Female
23 Riverside Drive
Merrimack, NH 03054
Likes *Violator*, Image titles, *Batman*

James G.F. Lau
Age 18 Sex Male
5 Dalbertis St
Abbotsbury 2176, NSW
Australia
Likes *Spawn*, *Cyberforce*, all Homage Studios titles

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not offend my attempts to provide a safe-growing environment for my kids.

Bill Worley
West Lafayette, IN

Oooh. Time to play the devil's advocate role here. I live for this stuff.

We in the comic-loving community are very quick to cut down the Comics Code and to jump all over anything that even smacks of comic censorship. But here's a reasonable argument from a reasonable man—who is a comic fan, no less—that gives us a good reason for the existence of the Code. He's not one of those fire-and-brimstone witch-hunting censors. He's one of us. And he wants to see the Code stamp (or lack thereof) on covers. Maybe we're a little quick to judge. Maybe the Code is not this evil bugaboo that we're all so against. Maybe the Code is actually helpful to comics fans and responsible parents.

Any opinions out there? You're all welcome to reply, Frank Miller especially so.

Dear Wiz,

A long time ago, Marvel introduced a flock of international characters in a three-part limited series called *Contest of Champions*. There were characters like Sabra (who was Israeli), Shamrock (an Irish chick with luck powers), and I think there was even some Australian guy and a French version of The Falcon. Anyway, my question is: What ever happened to these characters? Does Marvel have any intention of ever bringing them back?

And while we're at it, riddle me this: According to Norse mythology, Thor, God of Thunder, was a redhead with a beard. But the hero Marvel introduced has blond hair and no beard. So what gives?

Sgt. Mark Partridge
Proudly serving in the United States Air Force

Believe it or not, the new and international *Contest of Champions* characters were originally slated to appear in a Marvel Comics 1980 Olympics Special. But when the U.S. boycotted the '80 Games (Remember? They were held in Moscow that year and the Soviets were busy beating the heff out of Afghanistan), Marvel decided that an Olympic comic wouldn't go over too well. The new characters were incorporated into *Contest of Champions*. Some of the characters have made guest appearances here and there, but they've all been such horribly-written, racial stereotypes that they'll probably never appear anywhere regularly. (Last I'd checked, the French Falcon, Le Peregrine, was a Captain America villain in Batroc's Brigade, which is not something I'd be proud of. But, then again, I wouldn't be proud of being French, either.)

As to your Thor question, my best guess is that Marvel just used a typical Scandinavian type for Thor—blond-haired and blue-eyed. They have added a more "traditional" Thor recently in the person of Red Norvill, who is the current Thunder God hanging loose in Asgard.

Wizard,

OK. Storm, of X-Men fame, can control the weather. Thor can make it stop and start raining with his hammer. So if Storm says, "don't rain" and Thor says,

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"roin," whot hoppens? I mean, who wins?

Steve Lewis
Philippi, WV

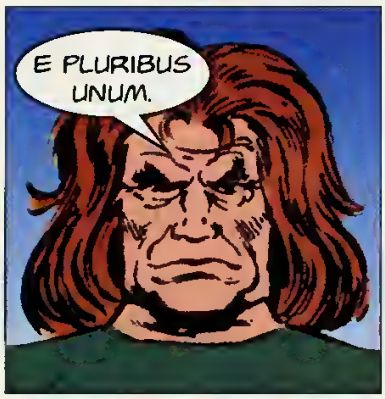
Storm wins. Storm's control over the elements comes from within her, while Thor's comes only from his hammer. Also, Storm has demonstrated control over a variety of elements, while Thor does rain and lightning only. That's not to say that Thor's hammer, the sacred Mjolnir, isn't pretty cool anyway. After all, it allows Thor to travel through time, open dimensional gateways, and pound Skrulls into mincemeat pies. That makes it almost as multi-purposed as a Swiss Army Knife.

Dear Wizard,

How con it be thot *The Amozing Spider-Mon* will reoch its 400th issue before the *Fontostic Four*? The *FF* hos been published monthly since 1961, but Spidey's title, olso o monthly, didn't stort until two years loter.

Noor Ahmed
Perrysburg, OH

Over the last few years, *Amazing Spider-Man* has gone to a bi-weekly schedule during the summer months, while *Fantastic Four* maintained a regular monthly schedule. That has allowed it to pass *FF* in terms ot issues published.



Comic Wizards,

Whot does *cogito ergo sum* meon?

Jason García Jiménez
Aguadilla, PR

Cogito ergo sum is Latin tor "Thought means existence," or to paraphrase and use the more popular translation, "I think, theretore I am." This was the conclusion reached by René Descartes in his *Second Meditation* in the landmark philosophical work *Meditations on First Philosophy*, published in 1641. In this work, Descartes called into doubt all knowledge, and set about re-proving even the simplest of ideas to himselt. Proving that he was a reasoning creature showed Descartes that he was, at the very least, sitting there reasoning, and was theretore real. To date, *Meditations* has not been adapted into comics torm.

Dear Wizard,

In issue #26 of *Wizord*, I sow ort by Todd Nouck in the "Amozing Art" section. It wos o pretty bitchin' drowing of Prophet. Is this the some Todd Nouck who works for Extreme Studios ond who did the *Bodrock ond Compony* mini-series?

Stephen Dypiangco
Montebello, CA

Yes indeedy, it is. In tact, this was darned near Mr. Nauck's first published work. His tirst pro work was a back cover ot Marvel's *What The?* humor title. Just goes to show you once again that *Wizard* can be your stepping stone to tame and tortune, provided you don't get stuck doing the letters page.

Dear Wiz,

I think Freefall of Gen[13] is o totol rip-off of the X-Men's Jubilee. I meon, look ot the similorities they hove. The only difference between Freefoll ond Jubilee is hoir color.

David Willis
Gilford, NH

So what? Jubilee is a total rip-off ot DC's Robin. Look at the costumes—the color scheme is exactly the same. And so is the hair color. Even hair style.

Dear Magic Words,

I'm writing in response to your query os to why you don't receive mony letters on your feature orticles ond interviews. I believe the primory reason is the foct that you rarely seem to print letters thot intelligently comment on or critique those some feotures.

I looked through Magic Words for issues #41 through #43 ond counted o whopping totol of four letters thot I felt referred to post orticles or interviews. Two of those four letters were further questions obout whether or not one choracter could really kick the ass of onother (For instonce: Could Lobo really beat Wolverine?). Now, I don't mind letters thot pose humorous questions ond I don't mind your printing letters just for the opportunity to do o smort-ass response (the "Shoft" letter from issue #41 crocked me up), but you should *print* serious letters if you wont more serious letters to come in.

If you provide the reader with more critical reviews ond longer, in-depth interviews, then the reader moy octuolly be stimuloted enough to respond with helpful criticism ond intelligent opinions. I realize it probably doesn't sound like it, but I do enjoy your mogozine ond look forword to its orrivol every month. As you continue to eliminote wastes of spoce, such os "Hunk ond Babe," you better your overoll product ond remoin the best publication for the comic consumer.

Richard C. Stahnke
Matthews, NC

Good point. And I believe you hit on the answer to the question in the middle of your letter, Richard. We do run some serious and critical letters in Magic Words. But that's not all we do. We educate (about both comics and Cartesian philosophy), answer questions, provide reader services, crack smart-ass jokes, and mercilessly pick on a few people, too. It's all part ot the mix that makes this column work. Or at least that's what I think. Letters on the letters column are always appreciated. Let me know what kind of stuff you'd like to see in Magic Words. Maybe we can make it even better.

Dear Wizard,

Spown is my most obsolute fovorite hero, but none of my friends hove ever heord of him. I find this stronge, especiolly since he's olwoys the hottest chorocter on the Top Ten Heroes ond Villoins list. Do you know why my friends hove never heord of Spown?

Matt Baird
Portland, OR

Yeah. Your triends have good taste.

Dear Wizard,

I hove o few questions for you.

1) Whot the hell ore those horns on Moul's bock (you know, Moul of the

Loyd Revels Age: 14 Sex: Male 6111 Sun Valley #102 El Paso, TX 79924 Likes: All Spider Men comics, *Fantastic Four*, *X-Men*	Chris Fowler Age: 10 Sex: Male 4613 Village St. Erie, PA 16506 Likes: *X-Men*, *Team 7*, *Avengers*	Richard Thomas Age: 17 Sex: Male 78 Cushing St. Portsmouth, VA 23702 Likes: All X-titles, most Image titles, *Batman*	Angel Stacy Age: 21 Sex: Female P.O. Box 27 Wallard, VA 24658-0027 Likes: X-titles, *Wolverine*	Steven Hsieh Age: 11 Sex: Male 86-29 53rd Ave. Elmhurst, NY 11373 Likes: *X-Men*, *Venom*, *Beavis & Butt-Head*	Pat Tiv Age: 15 Sex: Female 6603 Mercelle St. Paramount, CA 90723 Likes: *X-Men*, *Uncanny X-Men*, *Wolverine*	Jonathan Douglas Green Age: 23 Sex: Male 1421 Longhorn Houston, TX 77080 Likes: *The Incredible Hulk*, *Captain America*, *Daredevil*	Vikram Oedient Age: 13 Sex: Male 923 Prairie Ct. Carol Stream, IL 60188 Likes: *Spawn*, *X-Men*, *WildC.A.T.s*

Mad Thinker ™ & © Marvel Entertainment Group. Freefall & Maul ™ & © Aegis Entertainment Inc. DBA WildStorm Productions.

JUSTICE IS ETERNAL. IT'S JUST THE WEAPONS THAT CHANGE.

ETERNAL WARRIOR. IN JUNE.

41 & 42: THE ETERNAL WARRIOR JOINS THE FIGHT IN EASTERN EUROPE.
BY *WIZARD*® TOP 10 CREATOR JOHN OSTRANDER.

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WildC.A.T.s) there for?

2) Maul can change his size at will. So could Maul drink twice as much vodka if he were 20 feet tall, as opposed to just 10 feet tall?

3) Who could down more vodka—Gareb Shamus or Wolverine?

4) OK, this one isn't a question; it's a suggestion. You guys should have another "When Titans Tussle" slugfest thing, but instead of having characters fight, you should just see who could down more vodka. Or maybe you could pit a few *Wizard* staff members against the heroes in a battle to see who could drink more vodka. That would be cool!

Chris Hurley
Belfast, ME

HEY!

Yeah, we know it's nowhere near Halloween, but that don't mean squat. The fourth annual *Wizard* Halloween Costume Contest is up and running, and we want you to get off yer duff and enter! C'mon, where else can you dress up like your favorite character and show all of comicdom what a giant idiot you are? And if we pick you as our Grand Prize Winner, you'll walk off with a prize so freakin' huge we can't even announce it till next issue. But trust us, it's really, really big. Kinda like Vermont. There'll be some Runner-Up prizes, too, but they'll suck compared to the Grand Prize.

So anyway, here's what you gotta do:

1) Dress up like anyone (or anything) you want—comic book character, video game character, something out of a book or movie, whatever (the more original your getup, the better your chances of winning).

2) The actual costume itself must be HOMEMADE, but you can add store-bought items to accent your outfit. For example, you can't go out and buy a Spidey mask for your Spider-Man costume, but you can use a toy gun for your Punisher costume, *comprende*?

3) Have someone photograph you in your costume (Polaroids will NOT be accepted!), then write your name, age, full address, and phone number on a small piece of paper, attach it to the back of the photo (don't write on the photo!), and send it to the address below. All photos must be color prints, and we suggest taking multiple shots with multiple poses in case some pictures suck. And remember that magic five-letter word, "focus."

4) To be eligible to win, **we must receive your photo by August 1, 1995**, so you'd better move your butt!

Send your entry to:

COSTUME CONTEST IV
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-0118

Last year's Grand Prize Winners, Tom Klymiuk (wearing that awesome Predator costume) and Rich Hartle, won 175 pounds of lip-smackin' candy, plus a ton o' loot, including comics, cards, and even a big monkey model kit!

More details next issue!

Predator™ & © Twentieth Century Fox

I have a few answers for you.

1) No one here was sure, so I asked Jett Mariotte at WildStorm Productions. He said, "They're there for ramming things." Maul kind of lowers his head and butts into something if it's too tough for him to beat up any other way.

2) Makes sense to me. But I asked Jim Lee on this one and he said, "Actually, Maul would handle booze *worse* at 20 feet tall. His cognitive functions become more inhibited the larger he gets. And—not that it really matters—he prefers doing shots of Cuervo 1800 tequila." No word on if he takes salt and lime with that.

3) No doubt about it—Wolverine. Shamus is a little sissy-Mary when it comes to pounding down the hooch. Give the guy two Shirley Temples and he's under the table.

4) That might be an idea. Our staff's champion in the battle of the booze? Ah, it would probably have to be me. I've got quite an undeserved reputation for stuff like this around here. People think I can outdrink a 10-foot Maul. [*Jim is a lush.—Editor.*]

Contemplator™ & © Marvel Entertainment Group

Dear Wizard,

I picked up a copy of *Prophet* the other day. I brought it home. My wife found it laying on the coffee table. She thumbed through it and asked me some questions I couldn't answer. Maybe you can help. Here they are:

1) How come the sound of gunfire from the same gun is "budda, budda" the first time it fires, and then "buddda buddda" the second time? The difference of one "d" can't create that much more destructive power. Or can it?

2) Does the direction the gun is fired make the difference in buddas? If you fire eastward, does it go, "budda"? If you fire westward, does it go "buddda"?

3) How does "poom poom" compare with "budda buddo"? Or "buddda buddda"?

G.L. Curry
Stockton, CA

Hmmm. Those are all good questions, but you're going to have to wait for some answers. We're thinking about a feature examining comic book sound effects sometime down the line.

Steve Seagle • Ryan Benjamin • Tom McWeeney

GRIFTER

High Caliber Monthly Action!

from Image Comics and WildStorm Productions.

Issue #2

On Sale June 1995.

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Image™ WILDSTORM™ PRODUCTIONS

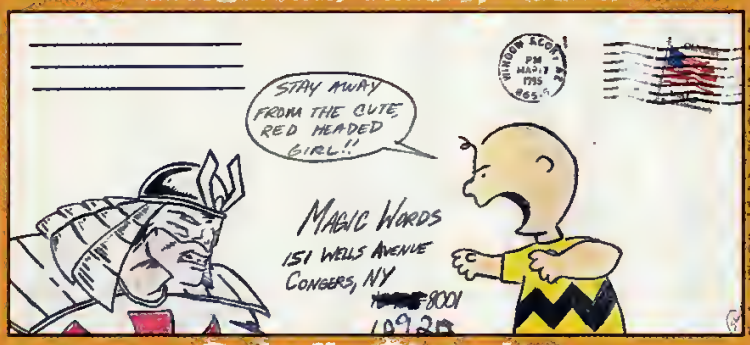
Enveloping LETTER ART!

When you drop us a line, show us your drawin' skill! If it's good, we'll print it here, and *boom*, you'll be famous! Just think, as soon as your envelope gets printed, you'll become a household name and you'll start dating the likes of Michael Jordan and Gabrielle Reece (or both, if you like). Fans who get their letter art printed will each receive a copy of *Agent Three-Zero* #1 signed by Stephen Platt, *X-Force* #38 signed by Fabian Nicieza, the issue of *Wizard* in which their envelope appeared signed by the entire *Wizard* creative staff, and a funky *Wizard* cap! The creator of the best envelope wins all that neat stuff, *plus* in honor of the 25th anniversary of Marvel Comics's Conan, an original framed Barry Crain sketches of the barbarian himself from an upcoming issue. Thanks for the bloody good art, Barry! Artists: please include a clearly printed return address on the **back** of your envelope.

Conan ™ & © Conan Properties Inc.

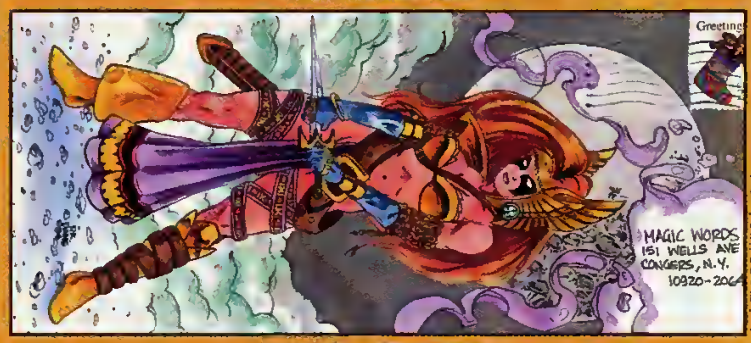
All Marvel characters ™ & © Marvel Entertainment Group

Raffaele Cello
Georgetown, Ontario, Canada



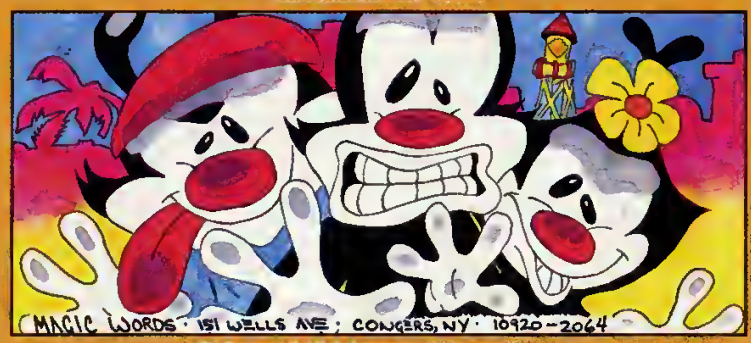
Silver Surfer ™ & © Marvel; Charlie Brown ™ & © United Feature Syndicate.

Ophelia Shondee
Ganado, AZ



Angela ™ & © Todd McFarlane Productions

D.K. Dang
Glendale, CA



Animaniacs ™ & © Warner Bros.

Chad Wm. Porter
Weston, Ontario, Canada

Wizard, Help!

I bring my *Wizard* to school after it comes out to show it to two good friends. Of course, *Wizard* is the coolest mag in the world, and there are people that would do anything to read it except, of course, buy their own copy. Anyway, to make a long story short, the most annoying friend of mine who reads my *Wizard* is Michael Wong. Do you know how friggin' annoying he is? All he looks at is the price guide!

Please, please help me by printing this! It will be a public service just to show everyone how annoying Michael Wong is. If you don't publish this, I'll come over there and show you how a kidney punch should really be done!

Nelly Cung
Morris Plains, NJ

Boy, Michael Wong, you are one annoying pain in the butt! What the hell do you think you're doing? There's tons of cool stuff in any given issue of *Wizard* that has nothing to do with the price guide. So start checking it out, pronto. Shape up or ship out. You have been warned.

I hope you're happy now, Nelly. But be more careful in the future—no one, but no one, should ever smartass the master of the kidney punch. I do a pretty mean knee-drop in the spleen, too.

Dear Wizard,

Where does Batman keep his Batarangs? They look too big to fit in his utility belt.

Indiana Rhodes
Tucson, AZ

And all these years, you thought he was just happy to see you.

Rest assured that I have been genuinely happy to see all of you. Catch you next month. Until then, I remain...

Jim McLauchlin

Jim McLauchlin, news editor on Collector's Sportslook, likes pretending he's some high-brow intellectual by quoting this Descartes stuff once in a while. What an ass.

Send your letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920-2064

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THE COUNTDOWN HAS BEGUN

6...

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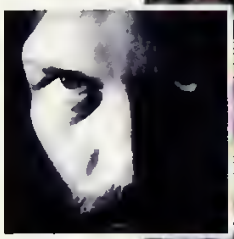
FOR MORE INFORMATION SEND AN S. A. S. E. TO MOTOWN ANIMATION, 5750 WILSHIRE BLVD. STE 300 LOS ANGELES, CA. 90036 or CALL US AT 213/ 634. 3430

WIZARD NEWS
Compiled by Patrick Daniel O'Neill

ALAN MOORE Takes WILDC.A.T.S Home

Following writer James Robinson's six-issue run on ***WildC.A.T.s***, **Alan Moore** (*Violator, Watchmen, From Hell*) is taking over the writing helm of the book with issue #21.

"**Brandon Chai** plotted the first issue [#21] a long time ago in conjunction with *StormWatch* #25 and anticipation of the '**WildStorm Rising**' crossover," WildStorm publicity director Jeff Mariotte explained. "Alan's adding in his own touches along the way in addition to scripting it. After that, he's taking the story in his own direction as the WildC.A.T.s go to their home planet of Khera. There, they find out that in the centuries since they left, it's not the paradise they remember. Either it's changed, or it never was a paradise in the first place.



Alan Moore photo by Mitch Jenkins. WILDC.A.T.S™ & © Jim Lee. © Image Entertainment Inc. DBA WildStorm Productions.

With writer Alan Moore at the helm, who knows what's in store for the WildC.A.T.s?

"A lot of people were afraid that **Spartan** leading StormWatch meant we were killing off the WildC.A.T.s, which would be crazy. Of course we weren't going to cancel our flagship book and kill off all the characters. This story explains why the WildC.A.T.s weren't on Earth, and what happened to them while they were gone."

Moore's storyline evolves directly out of the events of "WildStorm Rising," WildStorm's May crossover that affected all of the WildStorm titles.

"The events in 'WildStorm Rising' are crucial to get the WildC.A.T.s into this story," said Mariotte. "You don't have to read [the crossover] to enjoy what happens next, but it provides a lot of the impetus for the story."

While Moore is only committed to writing four issues, Mariotte added that they hope he will choose to stay on the book. "It's exciting watching his plots come in," Mariotte said. "Not only does he write full script, but he adds thumbnail drawings of each page. It's *very* detailed plotting."

—Greg McElhattan

TRUMAN: Howling at the Moon

Fans of **Tim Truman** may wonder what he's doing now that *Jonah Hex: Riders of the Worm and Such* has wrapped. How does "biker poetry" and the saga of a vampire bounty hunter sound? Truman began work in March on ***Dog Moon***, a fully painted 64-page adaptation of a long horror poem by **Grateful Dead** lyricist **Robert Hunter**. After that, he plans to write and draw ***Black Lamb***, a science-fiction/horror/high adventure hybrid tale, for an as-yet-unnamed publisher. ("We're still in negotiation," Tim explained.)

According to Truman, *Dog Moon* is "a truly scary tale of denial and redemption, as narrated in the journals of a man whose job is to travel a nameless, forbidden nighttime road, collecting hitchhiking carpses." The book should be released by **Vertigo** in the first half of 1996.

Black Lamb will be Truman's return to writer-artist status and creator-owned material (although he will continue to write ***Turok*** for Acclaim). In a unique twist on the typical vampire theme, the lead character is a vampire who hunts vampire hunters. "I want to use the comic to tell stories about racism and prejudice, told from the point of view of the monster," he said. Truman, inspired by the work of Will Eisner, legendary creator of The Spirit, plans to use *Black Lamb* in a pivotal role, but also concentrate on the more peripheral characters.

"There's a little monster in everyone," he said, laughing.

—Paul J. Grant

As Defiant settles its bills, the last of the company's assets are sold. "Boy, I hope this sammich tastes better than all those unsold copies of Warriors of Plasm *I had to eat," exclaimed proud new owner.*

"I'm Robin Hood, dammit!" exclaimed enema-enthusiast, moments before being maced, tasered and riddled with bullets.

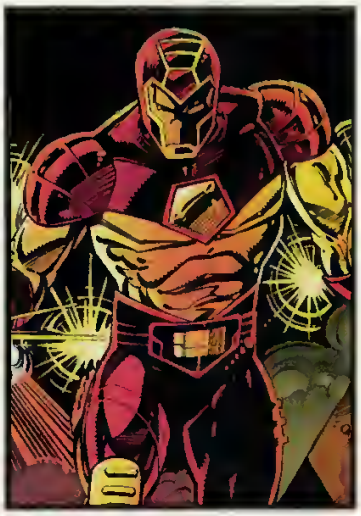
Mole shaped like the Virgin Mary found on comic fan's nose. Millions pilgrimage to pick at it. "Hey, wait, that's not a mole!" exclaimed startled fanatic moments before losing arm.

IRON MAN Pivotal in Marvel Revamping

Confronted with the persistent rumor that Marvel is going to give **Tony Stark** the "Hal Jordan/Green Lantern treatment" as part of this summer's shake-up of the Marvel Heroes branch of their universe, *Iron Man* editor **Nel Yomtov** was surprisingly forthright. "All I can say is, that's not *fully* accurate," he responded. "There are certain elements in our story which are similar to what happened in *Green Lantern* [where Green Lantern went insane and became a villain], but our take on it is very different and our resolution will be different as well.

"Here's what happens: A familiar Marvel supervillain has had a nefarious master plan working for some time and it has been affecting Tony Stark and Iron Man. When he is threatened by a new entity in the Marvel Universe, an entity which might be the *ultimate* villain, he has to kick that plan into high gear immediately. The result is going to be a remaking of the Tony Stark character in an exciting new way."

IRON MAN™ & © Marvel Entertainment Group



Is Iron Man ganna ga nuts like Hal Jordan/Green Lantern? Maybe.

Stark is a pivotal figure in the storyline which starts to unfold in *Avengers* and related titles (***Force Works***, ***Captain America***, ***War Machine*** and ***Thor***) this July and August. "There will be new relationships formed among the Avengers, we will learn some shocking things about Force Works, War Machine will lose his suit of armor and it will be replaced with something very different. All those events are related to what begins to happen in *Iron Man* #320 [shipping in August]," Yomtov said.

Terry Kavanagh (*Avengers West Coast*, the Spider-Man books) comes on board as scripter with issue #319, succeeding long-time *Iron Man* scribe Len Kaminski.

Artist Tom Morgan finishes his run on the book with that story, and Kavanagh is joined by a not-yet revealed new artist from *Avengers* artist **Mike Deodato**'s Brazilian studio for the Big Change. "He's got a fresh new look, very cutting edge," promised Yomtov.

—Jack Curtin

CLAREMONT's Sovereign Seven in DC Universe

Each is the heir to an other-dimensional royal house who has been violently and irrevocably deposed; together they are **Sovereign Seven** and they are trapped on a world they do not know. But we know it...it's the world of Superman, Batman and Wonder Woman—the world of **DC Comics**.

That's the concept behind *Sovereign Seven*, writer **Chris Claremont**'s latest foray into the realm of super-teams, beginning this month. Together with artist and co-creator **Dwayne Turner**, Claremont is using the team to explore the DC Universe—and to introduce a new way for creators and publishers to act in partnership.

"They have lost everything—family, position, home. Everything that gives life meaning," Claremont explained. "They are washed ashore on this strange, rather backward planet, where they find a new goal: Defending the innocent against the forces of oppression, the same kind of forces that have deprived them of the lives they knew."

Sovereign Seven is owned and copyrighted by Claremont, but it incorporates all the elements and history of the established DC Universe. "This deal is a tremendous compliment to me as a writer," Claremont said, "but on another level, it's a tremendous acknowledgment on DC's part of the fundamental changes in the relationship between publisher and creator."

SOVEREIGN SEVEN™ & © Chris Claremont

Claremont's Sovereign Seven operates in the DC Universe, and boy, it looks mean.

The relationship is also necessary for the themes of the series to work, Claremont said. "One of the bedrock elements is that these people are totally new to the world in which they find themselves, but since they are on DC-Earth, we the audience are very familiar with it—we've been reading it all our lives," he pointed out.

"We take many elements of it for granted...and by seeing them through Sovereign Seven's eyes, we can re-establish the sense of wonder we all felt when we first encountered these ideas."

—Patrick Daniel O'Neill

DEODATO and ELLIS Shake Up THOR

Mike Deodato, one of the hottest artists in the business since his attention-getting run on *Wonder Woman*, has assured editor **Ralph Macchio** that he's upping the ante when he takes over penciling and inking ***The Mighty Thor*** with issue #491 in August. "Mike told me that this will be his 'little masterpiece' when he accepted the assignment," Macchio revealed.

Deodato will also continue penciling ***Avengers*** and, with help from his studio, pencil and ink the 48-page one-shot *Avengers: The Crossing* (written by **Bob Harras** and **Terry Kavanagh**) which will kick off the revamping of the Marvel Heroes line, Macchio said. "The first time I saw Mike's work, I wanted to make sure he came to Marvel and stayed here, so we give him as much work as he can handle."

A sketch of a possible new Thor design by Deodato

Thor #491 starts a four-issue sequence scripted by **Warren Ellis** (*Druid*) which will, Macchio said, "be a restatement of the character and also mark his step forward into the '90s. We wanted to play around with Thor and his world a bit, and Warren is the perfect writer to do that. When he's finished, we'll have an exciting new status quo. Among other things, Thor will be moving into Avengers Mansion, but he will be a little bit different than he was before and he may be shunned somewhat by some members. He will find, though, that he has more in common with **Hercules** than he did before, and they will form a real bond."

Ray Thomas will finish his run on *The Mighty Thor* with #489. Issue #490 will be a transitional issue, written by **Tom DeFalco**, which shows the ramifications of events in the final issue of *Thunderstrike* and sets up the Ellis storyline. No writer has yet been selected to succeed Ellis, if any.

—Jack Curtin

THE MIGHTY THOR ™ & © Marvel Entertainment Group

PÉREZ and GRANT do Asimov's *I-Bots*

Tekno•Comix has entered the realm of the superhero. Fan-favorite and super-team artist supreme, **George Pérez** will be penciling the new monthly series ***I-Bots***, based on concepts from the late science fiction guru, **Isaac Asimov**.

I-Bots tells the tale of five genetically cloned androids who were originally intended to be models of perfection for all of mankind to admire. When an evil conglomerate sees other plans for the super-beings, the androids' creator helps his "children" escape, and the androids quickly go from beings of pure admiration to mere outcasts.

"I was surprised how easy it was to visualize the characters based off of the original concept," Pérez said. "It's going to be a smart person's techno-fantasy."

Joining Pérez will be writer **Steven Grant**, known for his work on Marvel Comics' *Punisher* and currently Dark Horse's *X*. Also contributing additional concepts and character development to *I-Bots* will be *American Flagg!* creator **Howard Chaykin**. Look for *I-Bots* #1 to hit stores this August.

—Andrew Kardon

Tekno•Comix—Pérez style!

I-BOTS ™ & © BIG Entertainment

Meet the *Wizard* Schmoes!

Hey, alla you fanboys! The jolly *Wizard* crew will be appearing at the Chicago Comic Con during the weekend of June 30 - July 2, Dragon Con in Atlanta during the weekend of July 13-16, and the San Diego Comic Con the weekend of July 24-30. If you plan on going to any of these shows, stop by and say howdy.

NEWS

HULK, PRIME to Meet in Limited Comic

The crossover plans between **Marvel** and **Malibu** are moving pretty quickly lately. Malibu's **Prime** will be meeting Marvel's **Hulk**, in *Prime vs. Hulk* #0 this summer.

The book, limited to a 40,000 copy print run and available only through the mail-order comics distributor American Entertainment, will cost a whopping $14.95 (including shipping and handling), or $44.90 for the super-premium autographed version.

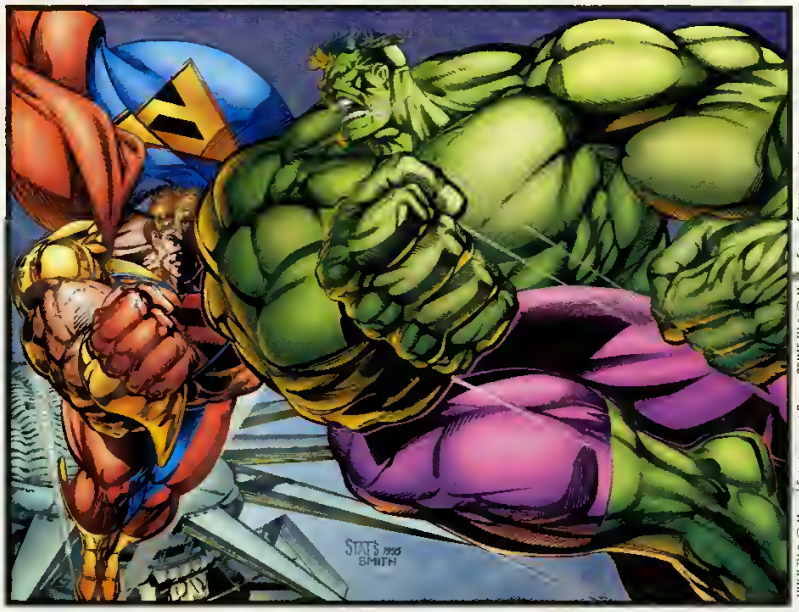
According to Malibu editor **Hank Kanalz**, the book will tie in to continuity, as Prime makes the trip to Marvel-Earth following the events of this summer's Malibu-Marvel crossover. "It'll be a typical superhero meeting, with the two characters fighting each other for a while," Kanalz promised, "but with the usual Ultraverse twist."

Script for the team-up/confrontation is by regular *Prime* writers **Gerard Jones** and **Len Strazewski**, with art from new *Prime* artist **John Statema**. Regular *Hulk* scripter **Peter David** is consulting.

"Peter and his editor **Bobbie Chase** have been just terrific to work with," Kanalz said, adding that they were "eager to make this team-up work."

Though no announcement has officially been made, it's rumored the story may eventually be reprinted in a trade paperback collection of the burgeoning Marvel-Malibu matchups.

—Patrick Daniel O'Neill



HULK™ & © Marvel Entertainment Group. PRIME™ & © Malibu Comics Entertainment

Prime and Hulk go head-to-head in yet another Marvel and Malibu crossover.

COMPANY UPDATES

AARDVARK-VANAHEIM
The Cerebus World Tour heads all the way to the Equinox Hotel in Manchester, Vermont this July, where Dave Sim and Gerhard join fellow small press creators Rick Veitch, Steve Bissette, Drew Hayes and plenty of others at the Alternative Comics Expo. Stop by and say howdy. You won't be sorry you did!

AC COMICS
In June, *FEMforce* #85 will be released with a regular and special edition. The $4.95 special edition comes polybagged with a No Nose Nonette trading card signed by the artists....The one-shot *Crimebusters Classics* #1 reprints the adventures of the 1940s hero Crimebuster. It's $3.95 for 44 pages of black-and-white stories. Those enamored with Golden Age classics should also check out the ongoing bi-monthly reprint series *Golden Age Greats*. Issue #4 hits the stands in June, with a cover price of $9.95.

ARCHIE COMICS
Riverdale's teen heroes return in July, in *Archie's Super Teens* #3. The group gets busy against the nefarious Mr. Glacier in this 48-page, $2 comic....On the company's new Hanna-Barbera side, the all-new anthology series *Hanna-Barbera All-Stars* begins in July. #1 features stories starring the Flintstones, Yogi Bear and Magilla Gorilla. Meanwhile, Scooby Doo returns in a new series beginning in July!

ARIA PRESS
The wait is over: Aria Publisher Colleen Doran's in-depth and highly informative *101 Things Your Publisher Doesn't Want You to Know: The Comic Book Creator's Guide to Art and Entertainment Law* book will be shipping in September. As reported in issue #41's News section, this book will offer information on the legal side of comic publishing, including self-publishing, trademark and copyright laws, and creator rights. It costs $4.25. In addition, Doran mentioned that mini-versions of the book, which will detail the book's basic information, will be sold for $1.25 at upcoming comic conventions, with 10 percent of the proceeds going to the Comic Book Legal Defense Fund....Meanwhile, Aria's *A Distant Soil* #12 will ship in June.

BLACKOUT COMICS
The Bad Girl craze continues with June's *The Bad Girls of Blackout* #1, which joins together all the babes of Blackout Comics under one cover. The $2.95, full-color special may spawn follow-up issues, but no plans are officially in the works....Both *Extremes in Violet* #0 and *Lady Vampré* #0 will be reprinted in special commemorative editions. Each will be limited to print runs of 5,000 and will feature authenticated signatures by the creative teams.

BONEYARD PRESS
Your favorite drunken pal, Bill the Bull, will soon be getting his own ongoing series. Starting in August, with issue #3 of *Bill the Bull: One Shot, One Bourbon, One Beer*, the title becomes a quarterly book. Future art contributors will include Kelley Jones, Kyle Hotz and Simon Bisley. But be warned, it's for you mature reader types. And hey, watch for creator Hart Fisher and the gang with the "One Shot, One Bourbon, One Beer" tour, at a convention near you.

BONGO COMICS
A new Radioactive Man comic will be out in July, but this one'll be a bit different from those in the mini-series; it'll be an "80-Page Colossal," in the style of the old 80-page Giant issues from the Silver Age. The perfect-bound book features a load o' stories about RM's girlfriends and female foes, and several pin-ups and other extras, all for $4.95....You Simpson nuts can get even more of your fill when *Simpsons Comics*, currently a bi-monthly title, goes monthly in August....Bongo unleashes a new humor imprint on the comic world in June: called Zongo, it leads off with *Jimbo*, a fairly wild comic starring the past-apocalyptic hero from Raw magazine, by his legendary creator, Gary Panter.

Continued on page 25

FLEER ULTRA
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WildStorm's Hottest Covers are now an all-chromium trading card set.

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BONUS CHASE SET : THE ULTRA-RARE GEN[13] #1 VARIANT COVERS.
ON SALE JULY 1995 FROM WILDSTORM PRODUCTIONS.

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WILDSTORM™ PRODUCTIONS

image™

ANDROMEDA STRAINED: Canadian Distributor Closes

Andromeda Distributing, Canada's largest comic merchant wholesaler, closed its doors in April, potentially negating the shipment of comics to many parts of Canada.

"It's my understanding that more than half the comic stores in Canada got their comics from Andromeda," posted Sandy McMurray, a former Andromeda employee, on CompuServe.

"Although we had no warning that Andromeda was in trouble," said Wizard Press Direct Sales Manager Marty Stever, "it wasn't a complete surprise. The Canadian-U.S. exchange rate has been horrible for well over a year. Comics readers, retailers and distributors have all felt the squeeze."

"Most Canadian stores have been struggling for some time," McMurray's post agreed, "thanks to the weak Canadian dollar and the high taxes we pay on comics. The new DC cover price, for example, means that the Superman books cost $2.75 plus a whopping 15 percent in federal and provincial taxes. Would you continue to read the four Superman titles for $12.65 a month?"

Not only does Andromeda's closing leave its Canadian retailers in the lurch, suppliers are left with unpaid bills and undeliverable products.

"We really feel for the comics readers and retailers who have been left high and dry by Andromeda's sudden disappearance," continued Stever. "Unless the exchange rate improves, it will make life difficult for Canadian comics retailers, and it will continue to be very expensive to be a comic book fan in Canada."

—Ruth Morrison

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Continued from page 22

BROADWAY COMICS
According to Sales Coordinator Clark Smith, the launch of Broadway's comic book line—headed by Jim Shooter—will be sometime in the fall of 1995. More news as it comes.

CALIBER PRESS
July is Kabuki Month! Kabuki fans won't be able to control themselves when a barrage of Kabuki books and products hit their local stores, including: *Kabuki: Circle of Blood* #4 (an integral issue in the story of the beautiful Japanese female agent), the first *Kabuki Compilation* graphic novel (including her several early appearances in Caliber and London Night Studios books), and reprints of both *High Caliber* (a trade paperback featuring Kabuki's first story and several other works, signed by at least three of the creators involved) and a second printing of *Kabuki: Circle of Blood* #1....*Negative Burn*'s 25th anniversary issue, a 64-pager, includes the reunion of *Watchmen* teamsters Alan Moore and Dave Gibbons in "Alan Moore's Songbook." *Negative Burn* #25 is filled with several diverse stories, and ships in July.

CARTOON BOOKS
The Complete Bone Adventures is getting a facelift this July. *Bone Volume One: Out From Boneville* collects the first six issues of the popular series in a deluxe hardcover edition with a full-color dust jacket. A Point of Purchase display will also be available, so retailers can showcase a wide array of Bone comics and paperbacks, right next to a big cutout of that cute li'l Fone Bone guy....If you're looking for some other Jeff Smith stuff, he'll be doing some work for an upcoming book of ballads by Charles Vess. He'll be translating a humorous old ballad into modern-day language.

CLAYPOOL COMICS
Starting with issue #13, the inside front cover of *Soulsearchers and Company* will be one of those handy introduction pages, so that new readers can more easily jump into the story. This issue, shipping in July, includes a hilarious battle with a gargoyle and news of Kelly's college acceptance, and it's by Peter David, Dave Cockrum and Jim Mooney.

CRUSADE COMICS
Artist Buzz (*Vengeance of Vampirella*) will be contributing eight pages to *Shi* #6, shipping in early June. This issue will have a special variant edition, as half the copies will ship with Shi covers and the other half, with covers featuring Tomoe, a brand-new *Shi* character....Crusade will release a *Shi/Crusade Special* in August, right after July's *Cyblade/Shi Special* from Top Cow Productions.

DARK HORSE COMICS
Expect a Predator to drop by four Dark Horse Heroes books in August. The crossover of sorts, titled "Hunting the Heroes: The Predators Attack," takes place in *Motorhead* #1, *X* #18, *Ghost* #5 and *Agents of Law* #6. Each issue is a self-contained story....July's *Madman Comics* #8 debuts the villainy of The Puke, a man of spew. Can Madman stop him before he makes a mess of Snap City?...*Dark Horse Presents* #100 will be a weekly five-issue mini-series shipping throughout August. Expect stories with Concrete by Paul Chadwick, Hellboy by Mike Mignola (his origin story!), Mankeyman and O'Brien by Art Adams, Martha Washington by Frank Miller and Dave Gibbons, Milk & Cheese by Evan Dorkin, and more. Other creators involved are Jeff Smith, Geof Darrow, Berni Wrightson, Mike Allred, Dave Stevens, Paul Pope and more....Winterland Productions has acquired the rights to be the exclusive supplier of licensed apparel for Dark Horse and the characters it publishes. Merchandise will feature art from existing comics (like *Hellboy*, *The Mask*, *Sin City*, *Concrete*, *X* and *Timecop*) as well as new art created specifically for the line.

DARK MOON PRODUCTIONS
While all Dark Moon titles are currently $2.50 per issue and released bi-monthly, the publisher plans to move to a monthly schedule in the fall.

DC COMICS
Expect Mike Parobeck to be handling the art chores on *The Adventures of Batman and Robin* starting with #7, after Ty Templeton ends his run....There's buzz going around that *Outsiders* penciler Paul Pelletier will be taking over as the "other regular penciler" of *Green Lantern* with Darryl Banks, with each doing about six issues a year. When asked, DC couldn't

Going Ape with *SPACE BANANAS*

Need a break from the angst-ridden comics of today? You'll find one in Karl Art Publishing's new venture ***Space Bananas***, the cosmically cartooned ape-ventures of a trio of simian crimebusters and their robot sidekick, by **Barry Kraus**, co-creator of the *Dimension X* sci-fi comic series.

Enter Professor Carmine, Orlando and Woody to pitch intergalactic battle against the evil Emperor Laphound and his treacherous minions, Black Fang and Shadow Bunny. Aimed at an audience of ages 4 and up, *Space Bananas* offers a throwback to the kind of comics your grandfather called "funny books."

"The basic influence behind *Space Bananas* was having grown up with the cartoons of the 1960s: Hanna Barbara, Warner Brothers, etc.," Kraus said. "I specifically didn't put humans in it. It's literally a funny animal book."

The one-shot *Space Bananas* #0, which ships in July, will be followed by the four-issue mini-series *Mighty Cartoon Heroes*.

That mini-series will also feature stories of Kraus' other creations, "The AquaHounds" and "Chameleon Kat."

—Gary St. Lawrence

SPACE BANANAS™ & © B. Kraus Prods.

Would you trust these guys to save your universe?

Gaiman Reading Adds Cash to Legal Defense Fund Coffers

The **Comic Book Legal Defense Fund**'s check book is a little fatter thanks to comic book writer **Neil Gaiman**. The Fund raised more than $3500 by sponsoring a stop on Gaiman's "Guardian Angel" tour.

About 400 people paid between $10 and $25 to hear Gaiman read from his recently released book, *Angels and Visitations*. The event was held in the historic Academy of Music in downtown Northampton, MA, the home of the CBLDF, a non-profit organization set-up to protect the creative rights of everyone in the comic industry.

The readings ranged from a short essay Gaiman wrote as a Christmas card to a children's book he has written, which should be published as soon as longtime collaborator **Dave McKean** finishes illustrating it.

Among the attendees were other comic related guests including Kitchen Sink president **Denis Kitchen** and artist **Michael Zulli**. A number of donated signed prints were also for sale from artists such as Zulli, **Dave Sim** and **Stephen Bissette**.

Image Comics also donated several boxes of "Image Bars" which were available for snacking. All proceeds went to the Fund.

CBLDF executive director Susan Alston called the event a "total success" and said there will likely be similar events set up in other cities.

—Doug Rossi

Continued from page 25

canfirm this....The *Golden Age* trade paperback, collecting the four-ish mini-series, ships in July. It'll have a new cover by series artist Paul Smith and an introduction by Howard Chaykin.

DISABLED COMIC COLLECTOR'S CLUB

The club's main headquarters has moved to the following address: 1523 County Rd., East Cullman, AL 35055. Write c/o Ken Johnston.

ENTITY COMICS

Things really heat up this summer, with the July release of *Aster: The Last Celestial Knight* #1, *Nira X: Cyberangel* #1, and *Shaiana* #1, all with Chromium covers. Hot off their mini-series, Aster and Nira X continue in their own ongoing series. Meanwhile, the four-issue mini-series *Shaiana* stars Aster's powerful superhero-girlfriend....Zen, Intergalactic Ninja has jumped into the computer age. You can now check out Zen's very own Web site at http://www.wid.com/user/zen/.

EVENT COMICS

Ash #5 should heat things up this summer with a searching Hildebrandt Brothers cover. The issue, shipping in August, sees the Hildebrandts contributing their own original character to the story.

IMAGE COMICS

• Extreme Studios

Extreme Studios has announced that the ongoing *Prophet* series will be released in mid-July, written by Chuck Dixon and drawn by Stephen Platt. The first issue will feature a wraparound Chromium cover....A four-issue *Berzerkers* mini-series written by Beau Smith and drawn by Dan Fraga will be released in August....Scheduled for the fall are releases of *Prophet 3000* and *Prophet Unleashed*. *Prophet 3000* will be written, penciled and inked by *Prophet* creator Rob Liefeld. *Prophet Unleashed* will feature art by Dan Panosian. Plus, a *Prophet* trading card set will be released in October through SkyBox, featuring artwork by Platt, Liefeld, Greg Capullo, Sam Kieth, Mike Deodato Jr., Art Adams, Joe Quesada, Roger Cruz, Bill Tucci and Tony Daniel.

SHAIANA™ & © Entity Comics

• Shadowline, Ink

Jim Valentino tackles the cosmos again this August, with the release of the first issue of *The Alliance*. This superhero team, which consists of Zap!, Firepower, Integrity, Alpha, Klane and Dr. Infinity, must fight to stop the ruthless Gorasians, who have invaded the planet Dahnae and made slaves of its people.

• Top Cow Productions

The long-awaited *Ripclaw Special* ($2.95, 32 pages) features the art of Jordan Raskin and is written by Marc Silvestri and David Wohl. Ripclaw is faced with a dilemma: Should he kill his own brother to save humanity?...*Pitt* #1/2 is an encore of Dale Keown's *Pitt* premiere, first seen in *Youngblood* #4. The 24-page book ($1.50) features an all-new, nine-page werewolf story, featuring Lupus. Top Cow/Ballistic Studios handles production duties for *Pitt*, which is owned by creator Keown.

• WildStorm Productions

Hey, all you gamers out there. This August, check out the studio-produced *WildStorms: The Expandable Super-Hero Card Game*. More than 120 characters are incorporated in the game, including your favorites from *Gen*[13], *WildC.A.T.s*, *WetWorks*, *StormWatch* and *Team 7*, to name a few. Starter decks will contain 60 cards, out of the expected 315-card set.

KITCHEN SINK PRESS

This July, look for Jeff Nicholson's *Father & Son* #1, which tells the humorous tale of businessman Richard Schultz and his deadbeat musician son Chris. Plenty of dysfunctional fun is guaranteed in this four-issue series....Also coming your

Continued on page 28

A BLAST FROM THE PAST.

X-O MANOWAR. IN JUNE

50-X & 50-O: ARMOR VS. ARMOR AS X-O FIGHTS THE NEW AND DEADLY ALLOY.
BY *WIZARD*® TOP TEN CREATORS BART SEARS, ANDY SMITH & RON MARZ.

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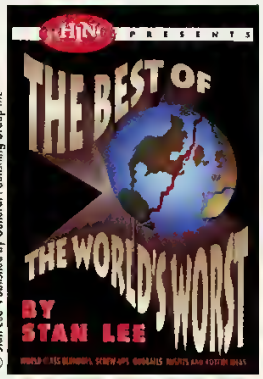
STAN LEE Chronicles "World's Worst"

Marvel Comics guru Stan Lee has written a new non-comics-related book, *The Best of the World's Worst*, published by Rhino Books.

As one of the founding creators of the Marvel Universe, Lee, along with industry legends Jack Kirby and Steve Ditko, created many of the most popular and successful comic books ever made including *The Fantastic Four*, *The Amazing Spider-Man* and *The X-Men*. Now, Lee has set out to explore the other side of success!



© Stan Lee Published by General Publishing Group Inc

Stan Lee's "worst" book

At the behest of Rhino Records director Harold Bronson, Lee has collected hundreds of the most embarrassing anecdotes and colossal underachievements known to man.

The Best of the World's Worst includes:

WORST PLACE TO FIND A PHONE: The country of Chad in Africa has only one phone per 1,673 people.

WORST [MOVIE] CASTING: John Wayne as Genghis Khan in the 1956 film, *The Conqueror*.

Among the categories of "World's Worst" are "The Worst Jobs," "The Worst Laws, Crimes, and Punishments" and "The Worst Entertainment." Each anecdote is followed by a quote from the acerbic wit of Stan himself.

The Best of the World's Worst is now available in paperback at bookstores everywhere from General Publishing for $9.99.

—Chris Griffen

September Will Be BLACK at MARVEL and MALIBU

With Marvel's recent acquisition of Malibu, comics readers everywhere have been curious as to how Marvel will handle overseeing Malibu. Most recently, Marvel characters such as **Thor** and **Loki** have appeared in the **Ultraverse**, signaling that there is definitely interaction between the two universes.

Online communications and comic stores have been buzzing with questions such as "How far is Marvel going to take this interaction? Will the Marvel Universe absorb the Ultraverse?"

"**Black September**," coming (when else?) this September, will help define and clarify the barders between the two universes. **Tom Mason**, Malibu's creative director, assured Ultraverse fans that the Ultraverse will not become one with the Marvel Universe. Mason said that the editors at Marvel and Malibu are taking special pains not to alienate the long-term, hardcore Ultraverse readership, but are interested in expanding the Ultraverse readership.

The prelude to "Black September" begins in Ultraverse comics marked as "**Ultraverse Spine**" throughout the summer, converging together in ***UltraForce/Avengers*** in August. "Using the term 'crossover' would not be quite accurate, as the storyline will not flow from one book to another," Mason said. There is one particular comic shipping at the end of September, with an artist and writer as yet to be named, that *will* bear the *Black September* moniker, but Mason described the story as more of a "background event" that happens throughout all the Ultraverse titles in September, as well as six Marvel titles.

—Henry T. Colonna

Continued from page 25

way this July is *Blab* #8, featuring stories and art by Doug Allen, Terry LoBan, Gary Leib, Josh Allen Friedman and more. These two great titles are pretty much for you older, more mature folks to enjoy.

LIGHTNING COMICS

Artist Mike Deodata Jr. (*Wonder Woman*, *Glory*) will be drawing the variant cover to August's Hellina/Bloodfire crossover, which will bring back Lightning's HIV-positive hero and will also be the company's return to full-color comics. Another variant cover (featured on 25 percent of the issues) will be drawn by Trent Kaniuga, artist of Lightning's upcoming Creed title (and subject of an interview in this issue!). Oh, and one more thing: Deodato's version will feature a nude Hellina, under a black polybag.

LONDON NIGHT STUDIOS

Will Razor return from the dead? That question will be answered in the special epilogue to *Razor: Burn*, shipping in July. Paizan, a brand-new supernatural character, attempts to revive Razor in *Razor: Burn* #5; will she be successful?...*5Stryke* #1/2, also shipping in July, features the aftermath of Stryke's murder of her sister, Razor.

MALIBU COMICS

In July comes *Dream Team* #1, a pin-up book pairing Ultraverse and Marvel Universe characters. Artists include Joe Quesada, Jim Balent, William Tucci, John Ramita Jr., Mike Allred, Ben Edlund, Kelley Jones and more. Special guest pairings include Madman/Fantastic Four/Sludge, The Tick/his Marvel & Malibu counterparts, and Shi/Mantra/Archangel....The four-ish *Power of Prime* mini-series begins in July, written by Gerard Jones and Len Strazewski with art by Mark Pacella and Chris Ivy. It tells of the origin of Prime's powers....Loki appears in *The Night Man* #22, on sale in July. To the winner, the spoils: The Reality Gem.

TM & © Joseph and Steven Zyskowski

MILESTONE MEDIA

After months of strife within the team (thanks to events surrounding Milestone's "The Long Hot Summer" crossover), the Shadow Cabinet team will split apart, with some of the members joining leader Dharma to fight for his personal goals, and several of the members forming their own team, simply called Heroes. "Dharma is becoming a villain," said series writer Matt Wayne, "and when a few of the team members become fed up with him, they leave Shadowspire and form the team Heroes, which is what they feel they should be." The *Shadow Cabinet* series ends with issue #17 in August, but fear not: *Heroes*, a series starring the new team, will begin later this year, tentatively scheduled for September or October. Wayne said he'll jump to the new series, starting with issue #1, but it hasn't been confirmed that John Paul Leon will continue as penciler....In Kobalt's final issue, the double-sized #16 shipping in July, there will be "a major development that will change his life," said Milestone Color Editor Jason Scott Jones. As for post-series life for the hero, Jones said mysteriously, "This development will make his future very clear."

POP ENTERTAINMENT

POP, a fairly new company which will focus on celebrity biography comics, has two interesting profile books in line for June: *Tektrek: The William Shatner Story* #1, and *Tragic Goddess: Marilyn Monroe Revealed!* #1. Both black-and-white interior/color cover books feature detailed—and surprising—bios of their celebs, and the Marilyn book has a special, exclusive bonus by hot artist Mike Deodato Jr. (there he is again). Each book goes for $2.95.

Continued on page 30

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SERIES ONE

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DC Goes DIAMOND

First came Marvel. Then DC followed.

On the heels of Marvel's exclusive distribution deal with Heroes World, *Wizard* has learned that Diamond Comics will serve as the exclusive agent for sales to comic book specialty stores for DC Comics.

The distribution program will take effect for products shipping after July 1, the same date in which Marvel's plan is scheduled to kick in.

Terms of the sales representation agreement include:

• Diamond—which will remain an independently owned and operated company—will handle all distribution functions for DC products to comic book specialty retailers. This includes soliciting orders, order processing, physically pulling, packing and shipping orders, invoicing, credit and collections.

• Diamond will no longer purchase products from DC for resale. The transaction will be between DC and retailers, with DC establishing prices and terms of sale, and Diamond serving as DC's sales representative.

"DC and Diamond have had a long and effective relationship that has nurtured and encouraged the growth of comic book shops," DC Executive Vice President and Publisher **Paul Levitz** and Diamond President and CEO **Stephen A. Geppi** said in a joint statement. "Now, as we move into an even stronger and closer relationship, we look forward to doing more for our customers and helping them do more for their customers."

DC's Paul Levitz (above) and Diamond's Steve Geppi

The two added that retailers will be assured access to the widest possible selection of products, and other suppliers will be assured access to comic book specialty retailers. No supplier's products will be dropped by Diamond. Geppi and Levitz also added that no retailers will be forced to place certain products in their shops.

For more details on the agreement between DC and Diamond, see next month's issue of *Wizard*.

—John B. Lacey

STEWART, CALABRESE Move Up at MARVEL

Terry Stewart, former president of **Marvel Comics**, has been promoted to vice chairman of Marvel Entertainment Group, the publisher's parent company. **Jerry Calabrese**, formerly Marvel's president of consumer marketing, has been named to replace Stewart as Marvel Comics president. The move reunites the company's publishing and consumer marketing units, according to VP public relations **Pam Rutt**.

Stewart will be resuming some of the responsibilities he gave up in 1994, Rutt said, and will also be working on development and supervision of new business ventures, among them character-based theme parks, restaurants and character tours.

—Patrick Daniel O'Neill

Continued from page 25

RIVAL PRODUCTIONS
August sees the release of *Eye of the Storm* #4, where the newly formed team must confirm a suspected alliance between their corporate enemy Coryza and the alien Treighan Empire. Plenty of killer 3-D graphics.

SANCTUARY PRESS
Anthology fans and horror lovers, take note—*Dark Sanctuary*, a full-color series featuring horror and suspense stories by various creators, will debut in spring 1996.

SIRIUS ENTERTAINMENT
Cheer for Dawn as she returns in July, in *Dawn* #1, the first of a five-issue, bi-monthly mini-series written and painted by Joe Linsner. This story reveals the truth about who Dawn is, and should please fans of the original *Cry for Dawn* series. On top of all the excitement, a Black-Light Premium Edition is available for retailers; when its cover is held under a black-light bulb, beautiful fluorescent colors appear on it. Retailers should contact their distributors for more info.

SPIDERBABY GRAFIX
SBG is releasing a gold edition of *Tyrant* #3, about which creator Stephen Bissette said, "The gold edition is not an incentive; it was deliberately not publicized. I did not want to use a special edition to artificially boost my sales or to prompt retailers to order more copies than they're able to sell." For every 10 copies of *Tyrant* #3, retailers will receive a free copy of the gold edition. To commemorate the baby lizard's birth, the gold edition has a gold frame on the cover, a gold logo and Tyrant's eye is flecked with gold. All copies will be signed by Bissette, who says the gold edition will be sold at conventions to benefit the Comic Book Legal Defense Fund. He stresses, however, please do not try to order these through the CBLDF. They will be made available at the shows.

™ & © Rival Productions

TOPPS COMICS
In August, *The X-Files Annual* #1 ships. It centers around the discovery of "Eve," to whom geneticists believe all mankind can be traced. Unfortunately, death follows all who encounter Eve's remains....*Mars Attacks* #1 ships in August, starting an all-new monthly series. It picks up where last year's mini-series left off. Plus, it's by the original team of Keith Giffen and Charles Adlard.

VEROTIK
Where can you bang yer head and get some real sick comics at the same time? Why, during the 1995 Danzig 4 World Tour, of course. Verotik Publishing is actively introducing comics to thousands of non-comic book readers worldwide, by setting up booths at all of Danzig's concerts. Nice going, guys!

WARP GRAPHICS
Can't find the World of Two Moons? Well, a full-color map of the fabled *Elfquest* world comes in all of Warp's July books. The map, done on cover stock and bound as a centerfold, will show readers everything in the Elfquest Universe.

XERIC FOUNDATION
The Xeric Foundation, founded by *Teenage Mutant Ninja Turtles* co-creator Peter Laird, gives financial aid to self-publishing comic book creators nationwide. The five lucky recipients, Mike Macropoulos (*Super Soul Puddin' Comics*), Andy Hartzell (*Bread & Circuses*), Kris Dresen and Jen Benka (*Manya*), Randy Reynolds (*Adventure Strip Digest*), and Scott Gilbert (*It's All True!*), received grants totaling $15,620.

To be eligible for the next review session (which takes place on September 1, 1995), you need to apply by July 31, 1995. For more information, contact the Xeric Foundation at 351 Pleasant Street, Box 214, Northampton, MA 01060. And congratulations to all.

UNION®
#5
TOO LATE TO SAVE THE EARTH, UNION MUST TAKE
JUSTICE WITH A VENGEANCE!
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Comic Creators vs. Cancer

Unclothing comic characters for a pin-up book is nothing new, but those always-innovative small press creators have figured out how to make swimsuit books exciting again. No less than 32 small press creators will be contributing to ***The Small Press Swimsuit Spectacular*** #1, and all proceeds will go to the **American Cancer Society**, the nation's main voluntary agency combating cancer. Contributors of pin-ups include: **Evan Dorkin** (*Milk & Cheese*), **Terry Moore** (*Strangers in Paradise*), **Don Simpson** (*Bizarre Heroes*) and **Teri S. Wood** (*Wandering Star*). On this unprecedented project, organizer and New York ACS rep **Bob Elinskas** said, "We sent letters to 50 different small publishers, and have received many art pieces in return. The response has been overwhelming; several artists have been calling to get into this book, and there isn't a single person involved who doesn't know someone who has cancer. This disease touches more people than any other." The $2.95 black-and-white issue, with a color cover, ships from **Allied Comics** in June.

—Marc Wilkofsky

UP & COMING

GARY CODY

Professionally speaking, Gary Cody wishes good buddy and *Next Men* creator John Byrne nothing but good health. "Because if John walks out of his house tomorrow and gets hit by a bus, I don't know where my next job is coming from."

Cody, a veteran commercial artist who has only recently fast tracked to the world of comic book cover painter, has been literally at Byrne's hip, painting covers for Byrne's ongoing *Next Men*, the four-issue *Danger Unlimited* and *Babe* mini-series, and the two-ish *Babe 2* mini. And while Cody appreciates Byrne's business, he wants it known that he's not a one-comic book guy. "One of my biggest fears is that I'm going to be tagged as 'John Byrne's cover artist,'" he says, "which is why I'm starting to get out to the conventions and doing more self-promotion. I'm certainly open to offers from anybody who likes the way I paint."

Cody, born and raised in Calgary, Canada, was a casual observer of classic DC and Gold Key characters. "I loved Blackhawk, Green Lantern, Green Arrow and Dr. Solar, but I was not a fanatic and I lost interest about the time I started noticing girls. But I was interested in art since I was old enough to hold a pencil. So going to art school seemed like the natural thing to do."

Cody went on to attend the Alberta College of Art in Calgary where, in a painting class, he met and became fast friends with John Byrne. Cody went on to a commercial art career. Byrne went into comics. But Cody recalls that they talked frequently and that the topic of conversation was often a collaboration between the two. "John could draw but not paint, and I could paint and not draw. So it seemed inevitable that something would eventually happen."

It was in 1993, during what Cody describes as "one of John's weekly phone calls," that Byrne invited Cody to meet him at a Portland, Ore. convention.

"He told me he was working for Dark Horse Comics whose headquarters is in Portland," continues the painter, "and he said there might be some cover work and why don't I submit some stuff."

Cody took the bait, laid his oils to some old Byrne *Next Men* line work and, for good measure, threw in what he describes as "an abysmal Batman cover." Byrne liked the *Next Men* samples, "but he took one look at the Batman cover, gagged and finally said, 'From now on, leave the drawing to me.'"

Byrne then took Cody's offerings to Dark Horse. "John had an arrangement with Dark Horse where he could tell them that he wanted me to do his covers," says Cody, "and they said sure."

Cody's first assignment was the cover for the *Next Men: Parallels* trade paperback. His initial comic book entry was the cover of *Next Men* #23. The rest, as they say, is history.

Cody—who Byrne named the official liaison after during his stint on Marvel Comics' *Alpha Flight*—sees his painting style as "tight and conservative because of all my years doing commercial art.

JOHN BYRNE'S NEXT MEN™ & © John Byrne

"But there's a whole different thing going on with comic book covers that has taken awhile for me to get comfortable with," he continues. "What I'm finding is that with comic books there are no rules. You do whatever is going to make the book work best. John has been real good about not placing limits on what I do. He's always told me, 'Do anything you want, but don't screw up the face.'"

—Marc Shapiro

THE WORLD OF TRADING CARDS CHANGES THIS JUNE...

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FLEER 95 ULTRA

Off the Drawing Board

Now more than ever, comics are jumping from the comic book page to the silver screen, and audiences couldn't be happier

By Cindy Pearlman

Faster than a speeding bullet, they're blasting onto the big screen. Able to leap box office records in a single bound, they're blowing away the competition. They're fighting for truth, justice and a couple of sequels.

Comics are off the drawing board and into movie theaters, and they're getting a hero's welcome from Hollywood. As Robin might say: "Holy film trend!" No longer are comic book heroes just on the paneled page or in the shadows.

Comics are coming soon to a theater near you.

Actually, they've already arrived. The film studios have already launched *The Crow*, *The Mask*, *Richie Rich*, *Timecop*, *Tank Girl*, *Dick Tracy* and *Superman*—all based on comic book characters—to eager moviegoing audiences.

And thanks to the stunning box office numbers like the $120 million unmasked for *The Mask* and $251 million grosses for the original *Batman*, actual comic creators are being hauled away from their drawing boards and into meetings with agents, lawyers and other film honchos.

Comic lovers, this is the time to insert that big exclamation point overhead. At least 15 major upcoming big-screen comic projects are in the works. This summer, you can look for *Batman Forever*, Sly Stallone's *Judge Dredd*, *Casper* and *Mighty Morphin Power Rangers*. In production are films based on such characters as the Fantastic Four, Spider-Man, Godzilla and Prophet. Preliminary work has been done on such projects as *The Incredible Hulk*, *X-Men*, *Doom's IV*, *Luke Cage*, *Dr. Octopus*, *Blade* and *The Black Panther*, and future installments in the Superman series and the Teenage Mutant Ninja Turtles are being considered.

Why the sudden interest in comics? Actually, this wouldn't stump Batman. "In Hollywood, nothing succeeds like success," says Dave Davis, a film analyst for Paul Kagen and Associates, an L.A.-based media research film. "When there is success in one genre, the natural tendency is for everyone to jump on the bandwagon and try to repeat that success."

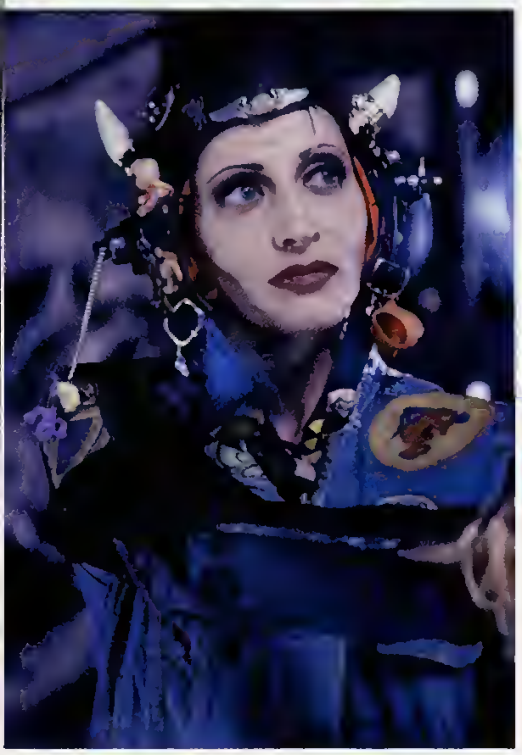
Syndicated entertainment reporter Stephen Shaefer says, "I think comic movies are popular because we know who the heroes are and who the villains are. It's clear-cut. Also, it's a natural cross-fertilization in terms of toys and marketing.

"Another reason is everybody knows that comic book readers are intensely loyal. They're plugged into what the upcoming movies are and will attend them. It's similar to the sci-fi audience."

Comic movies are actually outnumbering sci-fi ones. And it's no wonder that the bandwagon is full. Think of it. Built-in nostalgia. A ready-made audience. Guaranteed character recognition. Brilliant writing in a time when Hollywood moans, "There are no good scripts." And beyond that, comic movies are hitting right when computer-generated special effects are reaching new heights.

As for as concepts go, this one has seen staggering success. That's why major studios involved with A-list talent and directors are going to the drawing boards. Superhero sagas, anyone? Just when you think the budgets for these movies can't climb any higher, they blast off into space.

And why not? These comic movies have already raked in millions of dollars. *Batman* is



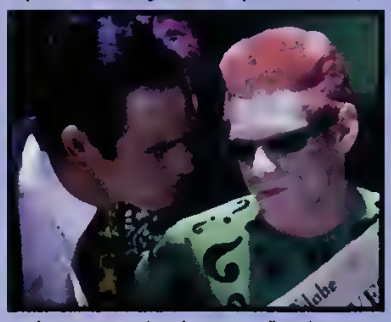
THE NEW GENERATION OF COMIC MOVIES.
(CLOCKWISE FROM TOP) *Richie Rich, Judge Dredd, Teenage Mutant Ninja Turtles* III, *The Mask* and *Tank Girl.*

RICHIE RICH & CASPER THE FRIENDLY GHOST™ & © Harvey Prod. JUDGE DREDD™ & © Fleetway Publications. TEENAGE MUTANT NINJA TURTLES™ & © Mirage Publishing. TANK GIRL™ & © Jamie Hewlett, Alan Martin & Deadline Pub. Ltd. MASK™ & © Dark Horse Comics. BATMAN and all related characters ™ & © DC Comics. THE CROW™ & © Crowvision Inc. MIGHTY MORPHIN POWER RANGERS™ & © Saban Entertainment Inc.

On Reel and In the Works

UP TO 15 FILMS BASED ON COMICS ARE CURRENTLY IN PRODUCTION OR HEADED TO MOVIE THEATERS. THEY INCLUDE:

• ***Batman Forever*** is the third in the Dark Knight series. Val Kilmer steps into the rubber costume as the Caped Crusader who gets a little help from his friends, the



newly cast Boy Wonder (Chris O'Donnell) and a new Batbabe, a beautiful psychologist (Nicole Kidman). Their mission is to foil the Riddler (Jim Carrey in an orange wig) and Two Face (Tommy Lee Jones). Release date: June, 1995.

• ***Judge Dredd*** stars Sly Stallone in the title role as a futuristic superhero. Yo, the movie is based on the British *2000 A.D.* comic book series. Release date. June, 1995.

• ***Casper*** says boo this summer with the *Addams Family*'s Christina Ricci as the ghost's best friend. Her father,

played by Bill Pullman, is more than a little skeptical, until things start really going bump in the night. The film is said to have dazzling, state-of-the-art and never-before-seen special effects courtesy of ILM. Release date: Late May, 1995.

• This summer, Twentieth Century Fox Films releases ***Mighty Morphin Power Rangers***, which brings the TV-

comic-toy heroes to the big screen with their first adventure. Some say it might be the biggest grossing film of the summer, and the sequel possibilities make some insiders giddy.

• ***Fantastic Four*** is a $40 million dollar-plus film being developed by Chris Columbus (*Home Alone*) and revolves around the Marvel superheroes, including Mr. Fantastic, the Invisible Girl, Human Torch and The Thing. No word on casting yet or a release date.

• ***Spider-Man*** will be back thanks to James Cameron, the director of *Terminator* and *T2* who plans to bring the superhero to the screen sometime in 1996 in a lavish, big-budget, special effects bonanza. Arnold Schwarzenegger has been mentioned for the villain role.

• ***Godzilla*** always made *Speed*'s hotshot director Jan De Bont's day, so he's developing one of two proposed big-screen projects that will bring The Scaley One to your local multiplexes.

• ***Prophet***, about a regular guy turned superhero, was just snapped up for six figures by Tri-Star Studios who hopes to bring comic artist Rob Liefeld's character to the big screen next year. Based on the *Prophet* comics published by Image, the story revolves around a regular guy who volunteers for a series of experiments and is transformed into a supersoldier. He's then put in a cryogenic chamber and forced to sleep for decades before he heads on a futuristic mission. But the catch: He's awakened in 1995 by mistake and must effect his mission in the present.

• ***Superman***. The original team for the *Superman* movie—which has nothing to do with the *Lois and Clark* TV series—is talking about bringing the Man of Steel back to the big screen, but with a twist. Producer Jon Peters doesn't want old Supie Christopher Reeve, now in his mid 40s, to don the cape and put moves on Lois. Instead, the idea is to cast a far younger Superman who is buff, bad and dangerous to know. As it is just in the beginning planning stages, a release date for the film isn't expected for a couple of years.

• ***The Incredible Hulk*** is a film idea that has left major action producer Gale Ann Hurd busting at the seams for years. Now she's in pre-production and looking for a new green man.

• Other A-list projects include ***X-Men***, which will be produced by *Lethal Weapon* director Richard Donner and producer Lauren Shuler-Donner.

• Meanwhile, Image Comics' upcoming ***Doom's IV*** has been optioned by Amblin, Stephen Spielberg's company. ***Dr. Octopus***, based on the Marvel comic Spider-villain, is in the works with James Cameron completing a treatment, which is the step prior to a script.

• Also, there's ***Luke Cage*** or ***Cage*** based on the Marvel series, which is in preproduction. And then welcome ***Blade***, from another Marvel series, which director Ernest Dickerson is developing, about a modern-day vampire hunter. And Marvel strikes again with ***The Black Panther***, which is in the planning stages at Columbia Pictures. Wesley Snipes has expressed interest in the title role.

• Finally, New Line Films is reportedly considering another ***Teenage Mutant Ninja Turtles*** movie, although the third, most recent film didn't kick much butt at the box office. No date yet for filming or casting. Check out *Wizard*'s monthly Cut & Print column for updates on these films.

—*Cindy Pearlman*

the ninth highest grossing film of all time; its sequel *Batman Returns* hauled in $162 million, making it the 32nd highest grosser of all time; *Teenage Mutant Ninja Turtles* is 51st with $135 million. Right behind the *Turtles*, *Superman: The Movie* is 52nd with $134 million; *The Mask* is 71st with $119 million. Speaking of money, *The Mask*'s Jim Carrey has already been offered a staggering 10 million dollars to repeat his rollicking role in an upcoming sequel.

Says Carrey, "I read the comic years ago. You're reading these works of art and you're thinking, 'Gee, wouldn't it be cool if they turned this stuff into a movie?' And now they have, which I think is pretty darn exciting."

Carrey can't contain his excitement. And neither can others. Sure, comics have been around forever. So have comic movies like *Captain America* and *Superman*. In the '40s and '50s, comics were on screen during the kiddy matinees, where *Flash Gordon Conquers the Universe* (1940), *The Adventures of Captain Marvel* (1941), *Captain America* (1943), *Batman* (1943) and *Superman* (1948) shorts and long films kept kids entertained on otherwise dreary Saturdays.

These films were usually made on the cheap side. The special effects were laughable. The stars were definitely B-list. "Comic movies were considered low-rent," says Davis. "They were dismissable."

And now? Comics aren't just for kids anymore. Neither are movies based on their characters which are aimed at baby boomers for a built-in nostalgia feeling. "There is this push to aim for a new audience, the *T2* audience," says Chuck Russell, who directed *The Mask*. "There is a new respect for comics and the people who read them. It's not just kids reading comics anymore, but people into their adulthood.

"Besides," he says, "what director wouldn't die to make a big-screen version of the comic he loved as a kid?"

Loved as a kid. That's precisely the comic book. A-list stars want to make the comic books they loved as kids come to the big screen. "When I was a kid, which I guess is not so long ago, I grew up reading *Richie Rich*," says Macaulay Culkin. "You read the comic and you think, 'Maybe I could be him.'"

Others have had the same thought. "When I was a kid, I ran home to watch *Batman*. It was my favorite show," says Chris O'Donnell, who plays Robin this summer in *Batman Forever*. "It was so strange that years later someone wants me to be Robin. This just blew my mind. It's like your childhood fantasy coming true."

Michael Keaton also felt this way when he suited up to play Batman in two movies. "As a kid, you're playing Batman in your driveway with the kid down the block. You've

DREDD
JUNE 30

got a towel on as your cape. It's real cheesy, but you're Batman. Then as an adult, you go to this multi-million dollar movie set with state-of-the-art toys and a rack of real Batman costumes. I'm like, 'Whoa! This is really cool. Wake me up. I must be dreaming.'"

Lori Petty had similar feelings before doing *Tank Girl*. "I go to the set and there's all these way-out costumes, a man who is half-kangaroo and I have to shave my head bald. It's just too unreal, which is the fun of it. It's not like, 'OK, here's some boring character.' With *Tank Girl*, I didn't know what would happen next and I couldn't wait.

"And I didn't really read the comic beforehand, but you can bet that when I got the role, I couldn't put the stuff down," says Petty. "This opened up a whole new world for me. I had no idea that comics were really art, man. This isn't stuff for kids. It's stuff for adults. And this stuff should be made into movies. It's better than half of the boring scripts that I get sent [to] me where nothing happens and the characters are blond. With comics, the sky isn't the limit. There are *no* limits."

Other celebs agree. Although their reasons for doing comic movies are vastly different. For Tommy Lee Jones, he did *Batman Forever* because of a certain pressure at home. "My 11-year-old son loves those comics. He had them in stacks to the ceiling. When he heard I was offered the role of Two-Face, he insisted that I do it. I think I would have been in big trouble at home if I turned this one down."

Some stars wouldn't think of mixing a comic project.

"There is just something larger-than-life about these comic characters," says Jean Claude Van Damme, who starred in the comic-turned-movie *Timecop*. "It's like when you're playing a comic guy, you can do anything and people can't question it. It's not like a real guy, where you say, 'Wait a minute. This is ridiculous. He can't do that.' With a comic guy, you're the superhero. Anything is possible."

For directors and producers, anything really *is* possible. That is, if there is a big budget at their disposal. "Comic book movies are hitting at a time when special effects are exploding. You call Industrial Light & Magic and can do anything with a computer and a few million dollars. Sure, it's expensive. And it's not easy, but it's worth it," says Russell of *The Mask*.

Spider-Man director James Cameron adds, "Part of the appeal of doing a Spider-Man [movie] is to see how far we can push the special effects. What's the next level? What's the unknown?"

Bill Pullman, who stars this summer in *Casper*, was blown away by the special effects. "I've seen rough cuts of the film and it's like nothing you've seen before," says the actor. "It's amazing that I did my scenes with no Casper and then someone sat down with a computer and made a ghost that just blows your mind."

Brandon Lee as Eric Draven in *The Crow*.

Speaking of scenes, shooting ones for comic book movies are never easy, and sometimes it's horrifying. Petty had to shave her head to play Tank Girl. "At first, I was a little concerned. You know, I have a life. I need to go out of the house." Then a funny thing happened on the way to the set. "I said, 'Why not shave my head?' Afterwards, my boyfriend thought it was the sexiest thing ever."

Other hardships of making these movies include sheer physical exhaustion. Says Michelle Pfeiffer, who played Catwoman in *Batman Returns* and would like to do so again, "It was exhausting. There I am running around in this rubbery latex [illegible] beating up the bad guys, doing cartwheels and jumping off buildings. Most of the characters I play walk down the street. They're not action heroes. Then again, this is based on a comic, so you'd better know what you're getting yourself into. You never really do know."

Carrey knows that only too well. Most of the high-charged scenes for *The Mask* were done at the primo ILM special effects studio, the same place that gave the world *Jurassic Park*. "First of all, it was hard making *The Mask* because I wanted to play with all the dinosaur models from *Jurassic*," jokes Carrey. "The ILM people were like, 'Jim, if you're good, you can have playtime later.'"

Carrey describes some of his scenes. "For the spinning part, I was placed on a chair and

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spun around and around till I nearly passed out," he says.

"This was all done with the help of a blue screen behind Jim," says ILM special effects creator Steve Williams. "We got images of Jim doing different movements and then scanned them into the computer. That way, when Jim was gone, we could manipulate his image and put him anywhere and into any scene. It was really complicated, but this sort of technology just opens up a whole new world for filmmakers."

This new world isn't always kid-friendly. Sure, *Casper* appeals to all ages, but the new comic movies are trying to nab an adult audience. Says director Joel Schumacher, who helms *Batman Forever*, "On a core level, these movies appeal to kids who love the characters, but there is something there for the adults." Consider that Tim Burton's second Batman movie, *Batman Returns*, had a definite S&M, whips-and-chains message with Michelle Pfeiffer's sexy Catwoman, who at one point straddles Batman on the top of a roof and wants to make out.

"I READ THE COMIC YEARS AGO... AND YOU'RE THINKING, 'GEE, WOULDN'T IT BE COOL IF THEY TURNED THIS STUFF INTO A MOVIE?' AND NOW THEY HAVE, WHICH I THINK IS PRETTY DARN EXCITING."
—Jim Carrey on *The Mask*.

The late Brandon Lee made *The Crow* into a tortured soul with a whiter-than-white face. As the Crow, he isn't just fooling around. He's back among the living to avenge his girlfriend's death with guns, knives and hypodermic needles. Likewise, we know what lurks in *The Shadow*'s heart. It's a babe in the form of slinky actress Penelope Ann Miller. And although word has been mum on *Judge Dredd*, which was a closed set with security, the early promo posters have a buff Stallone wearing what looks like metal underwear.

Sex. Violence. No subtitles. Tank Girl even kisses another girl and does the wild thing with her half-man/half-kangaroo guy. "Still, it's a comic movie, so you don't really see the sex scenes," says Petty. "But it's not a tome movie. It's very in-your-face and sexy. I'm a wild woman, and we didn't want to tone her down."

That movie follows the lines of the comic, which made fans happy. Other movie versions stray from the original idea, which has some comic fans crying foul. Joel Schumacher's version of the third Batman this summer does stray away from the somber, dark-toned Dark Knight comics. Sure, original Bat-director Tim Burton made his movies follow along the lines of the edgy books, but "I want to add a little more humor and lighten things up," says Schumacher. "I've heard people complain that Batman was getting too dark." Hence the brighter tones in his movies and the not-so-gloomy set.

Will comic readers balk at the straying from the book? "I hope not. I think there is something for everyone in these films," the director says.

There is certainly something in these films for comic book artists like Rob Liefeld. Now only 27, he left Marvel Comics in 1992 and has since sold 30 million books. A co-founder of Image Comics, his new book *Prophet* has been on many studios' wish lists. Now, it's Liefeld who will be turning a profit. He is just one of many artists who recently signed on the dotted line to turn his books into a film.

Tri-Star Pictures paid him a reported six-figure sum for the Prophet character, who came onto the scene in 1993. Comparing Prophet's differences with Batman, Liefeld says, "He's more like a science fiction superhero rather than a classic caped crusader."

Hollywood said, "Sold." The movie will follow the storyline of the first year of *Prophet*, in which he volunteers for some experiments and is turned into a supersoldier guy who is put in a cryogenic chamber, where he waits for his futuristic mission. Nudged awake in 1995, he must kick butt a little early.

Think of it. Combining sci-fi and comics. The melding of those two audiences could be mind-staggering. "Rob Liefeld has helped revolutionize the comic book industry," says Stacey Snider, president of production for Tri-Star. "He's creative, smart and he's got vision. I am delighted that he's agreed to join with Tri-Star in bringing this exciting new project for the screen." There is no script yet for the film, but word is that it has been placed on the fast track. Liefeld is in meetings with studios concerning his other comics like *Youngblood*, *Supreme*, *Brigade*, *Trail* and *Newmen*.

It seems hard to believe, but once comic movies were considered a joke. Now there are fierce bidding wars. Already a controversy has developed over *Fantastic Four*. Director Chris Columbus (*Home Alone*) has signed for his $40 million version. Holy Toledo! Two years ago, it seems, director Oley Sassone made a *Fantastic Four* film for less than $2 million. Some claim that movie was rushed into production and it's not fantastic at all. It stars Jay Underwood (*The Boy Who Could Fly*) as the Human Torch and Rebecca Staab (from the TV soap *Guiding Light*) as the Invisible Girl. Now fans of the series are glad it's being done over with a larger budget, although this is upsetting the original filmmakers.

Marvel Comics Publisher Stan Lee, who created the Fantastic Four with the late artist Jack Kirby in 1961 and oversees the development of the company's film and TV projects, told *Entertainment Weekly*, "I feel very, very sorry for the actors and the director and most of the people involved in Sassone's movie. I tend to like creative people, and here were a bunch doing their best."

Still, Lee is tickled about the big-budget flick. "I have a sentimental attachment to the Fantastic Four, and I was heartbroken to think it might appear only as a low-budget quick. When you compare it with something like *Terminator 2*, I'm glad they're gonna do it over."

Of course, there is no sure deal. Some comics turned movies have flopped, like *Captain America*, *Howard the Duck*, *The Punisher* and even Disney's much-hyped *The Rocketeer* (which did fare better than the other three). "That's the problem when everyone is on a bandwagon," concludes film analyst Davis. "You have films that can be made quickly. An audience who knows a genre won't be fooled. They won't accept second best."

What can audiences expect? Try Casper lunch boxes. X-Men denim jackets. Tank Girl tanks. "These movies have built-in merchandising and toy deals," says Schaefer. "The sky really is the limit. There are millions of dollars on the line." There are video games, action dolls, pajama sets. The list goes on and on.

"The sequel potential has everybody smiling," says Carrey, who adds, "I'm like, 'Sign me up.'"

That masked man has the idea. Carrey even said that he sent out Mask comics for Christmas. "I just love those little books," he says, and laughs. All the way to the bank. ☆

Cindy Pearlman is a frequent contributor to Entertainment Weekly, *as well as* Wizard's *Cut & Print column. She also likes bunnies.*

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WIZARD VISITS JOHN BYRNE IN HIS CONNECTICUT LAIR TO DISCUSS THE IMPACT OF HIS SOMETIME-CONTROVERSIAL 20-YEAR CAREER

BY CRAIG SHUTT

PHOTOS BY MATTHEW J. ATANIAN

HISTORY MEANS A LOT TO JOHN BYRNE. If that weren't clear from his approach to many comics projects during his 20-year career, it's apparent from stepping into his rambling, 17-room, 1840s Connecticut home. ◆ While standing in the long, spacious entry hall, you may notice the low table beside the antique couch on the right. It holds a bisque of the Next Men's Jasmine alongside a replica Tiffany lamp. Along the opposite wall, you can spot a mannequin's head sporting a 1930s hat, which resides on an antique bookcase with glass doors sitting next to a tall potted plant. ◆ "I'd wanted to live in Connecticut ever since I saw [the 1945 movie] *Christmas in Connecticut* as a child in England," Byrne explains, petting his dog Wanda, the reddish-brown chow chow who serves as his living doorbell. "Prices really went crazy right after we bought, so I'm staying put." ◆ The second door on the left along the wide entry hall reveals a library filled with carved oaken shelves and framed pieces stretching to the ceiling 12 feet above. Revolutionary War prints line the left wall, above Byrne's scale-model car collection from the Franklin Mint. "The Franklin Mint can sell me anything," he admits cheerfully. ◆ A dozen antiquated pistols, most dating to the Civil War, are interspersed among statues of Napoleon, Lincoln and Jasmine along the shelf tops. A half-dozen historic rifles, including two Winchesters, lean against the bookcase. "I don't know much about old guns, but I think they're fascinating," Byrne explains, taking aim with a flintlock pistol. "I've never actually fired a gun, but I'd like to. As a writer, I think that would be valuable information to have." ◆ A replica stained-glass lamp illuminates an antique table's two Japanese daggers, one 150 years old and one 350 years old. They make an intriguing backdrop for discussing a career filled with comics history and a few battles of its own.

Q: You first came to prominence with *The Uncanny X-Men* starting with #108 in 1978, but the fans were somewhat resistant. Did that surprise you?

No, I was very concerned about taking it over. I was the usurper to some fans, and I think that was justifiable. I look back at my stuff and cringe. It was the best work I could do at the time, but [preceding artist Dave] Cockrum was so much more the consummate professional than I was. I was this little kick from nowhere taking over.

It was somewhat frustrating, because the criticism was based on the fact that I wasn't Cockrum, not on my own work. That eventually went away, but I also was improving by leaps and bounds. The range is quite extraordinary in the first year and a half. In those days, there was usually one panel in each issue that I really liked. By the end of the run, there were five or six panels that I liked.

When did you begin co-plotting the book [with writer Chris Claremont]?

It was progressive after Roger Stern became editor [with #113]. I began to exert my fiendish control. We'd play these terrible mind games with Chris to make him think that various things had been his idea. [*Laughs*] The first appearance of Alpha Flight [in #120] was when I became a real monster and took over. I'd say 85 percent of the last year is my stuff.

Was the "Dark Phoenix" storyline [which ran through #129-#137, the point where the creators were ordered to revise their ending after Jean Grey killed a planetful of aliens] the first time you'd ever run into editorial interference?

It was the first time I ran into rampant editorial stupidity. I must say that the way the thing *ultimately* came out was better than what Chris and I had planned. But none of that would have had to happen if a certain departed editor-in-chief, who will remain nameless [EDITOR'S NOTE: Byrne is referring to Jim Shooter], hadn't intervened after we had told him in great detail what we were going to do. [NOTE: Jean Grey originally lost her powers in the end.]

He wanted us to take Phoenix and stick her on an asteroid somewhere and have her be horribly tortured, literally for all eternity. And we said, "Geez, that's a tiny bit misogynous, don't you think? Why don't we just kill her?" [*Laughs*]

I would probably, without ego at all, rank ["Dark Phoenix" as published] as one of the 10 greatest comic stories ever told *if* it had been left alone. But, of course, Chris kept digging her up. And every time he dug her up, she looked worse. [*Laughs*]

Did having to make those changes alter your attitude toward Marvel?

It bothered me that it was done in such an unnecessarily arbitrary fashion. It felt like that

One thing about **JOHN BYRNE**, he'll honestly answer almost any question put to him. Almost.

TARGET SHOOTING

Q: I'd like to get your reaction to a few names.

Oh good, free association.

Q: Let's start with Frank Miller.

Frank is a nut. People talk about me needing a soapbox, but boy, Frank just vibrates. If you're in the same room with him, he's sucking energy out of the room. He's just so intense, and that energy explodes in all kinds of directions. I think we're very lucky that it explodes in these amazingly creative comic books that he does.

We end up in bed together [at Legend] because essentially we don't disagree on the cake. We disagree on the frosting.

Q: How about Chris Claremont?

I really feel sorry for Chris. He's a classic example of someone trapped by his own success. So many times, I've looked back and thought that the smartest thing I ever did was to bail out on *X-Men* when I did. I think he should have left, too.

Ninety-nine percent of what got me off *X-Men* was creative differences with Chris, but that other one percent was needing desperately to know if it was the X-Men or if it was me that people were looking at. And I think it would have done Chris a world of good if he'd gone off and done something else.

He also wouldn't, 16 years later, have been thoroughly [screwed] over by Marvel.

Q: Todd McFarlane?

Todd is the *enfant terrible* of comics. It's hard to understand Todd, because I don't know how much of Todd is real, and I don't know that he does. Nobody could actually be that proud of being that much of an idiot, so it can't be real. But who knows? He's outrageous for various reasons, but they're the wrong reasons. They're just stupid.

Q: How about that name you seem to be blocking today: Jim Shooter?

I feel kind of sorry for Shooter, because he did a real good job when he started at Marvel. He came there when Marvel was in a real mess, and he straightened it out and put it on course. But in the process of doing so, he made himself redundant. And he never recognized that.

I've always said that about seven years after he got to Marvel, Shooter should have traded jobs with [DC Comics Executive Editor] Dick Giordano. Because Shooter got Marvel to the point where what it really needed was a kindly father figure to keep it on track, and it was DC that needed somebody with a death ray.

Shooter stayed past the time when he was really a positive force and became a really negative force. Jim was a good friend at the start, but it became increasingly difficult to separate the professional from the personal.

Q: How about [former Marvel Editor-in-Chief] Tom DeFalco?

I think DeFalco found himself basically in a place that he shouldn't have been. I think he was unsuited to that job. Marvel would have been better served by someone who would have fought the Powers-That-Be a little more, rather than just going along with them.

Of course, I wasn't on the inside then, so it's hard to know what was going on. But I personally would have bailed out before I would have allowed Marvel to become what it became under DeFalco.

Q: How about [Image executive director] Larry Marder? What would you do if you were him?

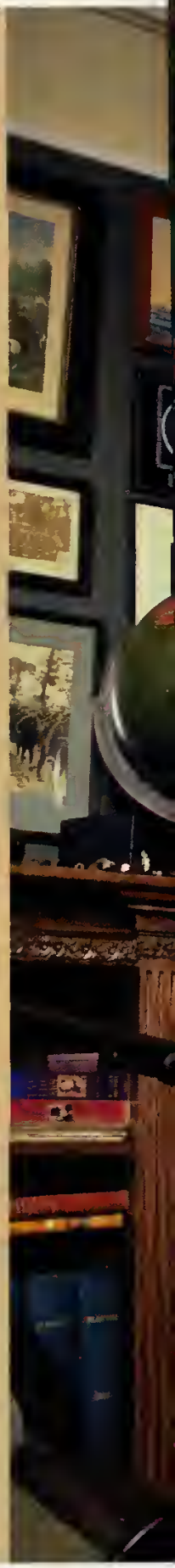
I'd shoot myself. [*Laughs*] The Image guys reinvent themselves so fast day to day. I would be the first to applaud Image if I thought Image was what Image says it is. But it so clearly isn't, as [creators] Jerry Ordway or Mike Grell could tell you.

It's something that was born out of aberration, and I would be amazed to see it survive. But I was frankly surprised to see it survive in the first place. I mean, these guys are doing everything wrong. But they were playing to a stupid marketplace. Their whole campaign was aimed straight at the speculators, who were obviously blithering idiots.

Q: Finally, having been away for a few years, what's your impression of Marvel and DC today?

The whole Marvel thing has become so distasteful. With what's been going on there more and more lately, it doesn't feel right any more. Whereas DC is just slogging along in its usual stupid way.

I get the impression from people I talk to that Marvel is bad and evil, whereas DC is just kind of pathetic. [*Laughs*] And I'd rather be pathetic than evil. —*C.S*



UNCANNY X-MEN ™ & © Marvel Entertainment Group

"I WOULD PROBABLY, WITHOUT EGO AT ALL, RANK 'DARK PHOENIX' AS PUBLISHED AS ONE OF THE 10 GREATEST COMIC STORIES EVER TOLD *IF* IT HAD BEEN LEFT ALONE."

guy—whatever his name was, I forget [Shooter]—was just demonstrating that he was the ultimate power. It always was in the back of my mind after that.

Was it difficult working on *Avengers* [in 1978] while also working on *X-Men*?

I never wanted to be Mr. Team Guy, but that's what I ended up being. It led to a goof that everybody in the industry has heard, but not too many fans have: I penciled a panel of the X-Men sitting in the Blackbird, and I drew the Scarlet Witch instead of Storm. I didn't catch it until I'd finished two more pages, and I had to go back and erase it. Luckily, I wasn't working in ink in those days.

What made you decide to leave the *X-Men*?

Chris was becoming progressively more frustrated with our roles. When push came to shove and one of us had to go, I decided that they were his kids, he'd been there longer and I should be the one to go. And *Fantastic Four* was available, so I left.

How did you end up writing, drawing and inking *Fantastic Four* [in 1981 with #232]?

I originally was going to write it for Bill Sienkiewicz [to pencil], but that didn't work out, so I decided I'd draw it, too. Then [X-

VITAL STATS:

Name: **John Byrne**

Date of Birth: **July 6, 1950 in West Bromwich, Staffordshire, England**

Occupation: **Writer, artist, industry curmudgeon**

Base of Operations: **somewhere in Connecticut**

[A Few] Career Highlights:

Penciler/co-plotter on *X-Men*, helping to bring it to a new level of fan attention; artist on numerous Marvel titles; writer-artist for Marvel's *Fantastic Four*, gaining acclaim from FF co-creator Stan Lee; revitalized Superman and his titles as writer-artist for DC in 1986 gaining national attention; jumped into creator ownership in 1991 becoming the owner-writer-artist for *John Byrne's Next Men*, published by Dark Horse Comics; in 1993 created the Legend imprint with Frank Miller; and currently the writer-artist for *Wonder Woman* at DC.

Men inker] Terry Austin, for various reasons, couldn't ink it as planned, so I said I would. And I became The Guy.

Did you enjoy doing so many parts of one book?

It was kind of strange. It was really too much, because I needed to spend a few years developing as an inker before I got handed a full-time assignment. I ended up trying to ink it in a Terry Austin way and failing miserably. It took me 10 issues to find a comfortable inking style. The first time I was comfortable with the inks was with my first major Galactus story [in *FF* #243]. I still mess around with my inks to this day. I'm still constantly experimenting.

Do you have a favorite FF character?

I used to adopt a character on each book. It was Wolverine on *X-Men*—I take all the blame for Wolverine. On *FF* it was Sue, for and away. She was such a cipher when I came on, and I wanted to find what I could do with her without turning her into someone else.

What made you leave *FF*?

A number of things. In the last year [1985], there were moments where I felt I was running down. In fact, we'd thought about asking John Romito Jr. to draw the book and I would write it, in the hope that it might fire me up again.

Then I agreed to do Superman [for DC]. That changed the political situation at Marvel rather dramatically. In my naïveté, I had thought I'd be able to do both. But what's-his-name [Shooter] didn't go for it. So I ultimately quit to make it easier on [then-*FF* editor] Mike Carlin, who was getting more and more flak from on high. And then Carlin was fired anyway.

As the photographer sets up in the library, you can't help but notice a Cunard ocean liner poster which dominates the wall over the fireplace. "That's the line we sailed over on," Byrne notes. Byrne's family traveled between the Old and New Worlds a couple of times and settled in Calgary, Alberta, when he was eight.

His first artistic influence came from the English weekly *Eagle Comics*, which ironically he didn't see until an aunt in England sent him copies in Canada. "There are still traces of 'Dan Dare' [as drawn by Frank Hampson and Frank Bellamy] in my art today," he says. "Whenever I design a space suit or space ship, there's an echo of 'Dan Dare'."

In England, he read hardcover "annuals" featuring DC reprints, which introduced him to Superman. His First Comics Epiphany came when he bought an annual featuring Superboy, who he'd never seen before. That book also featured speedster Johnny Quick and a guy named Batman. "Batman really hooked me," he says. "I read that story, and I was dead meat."

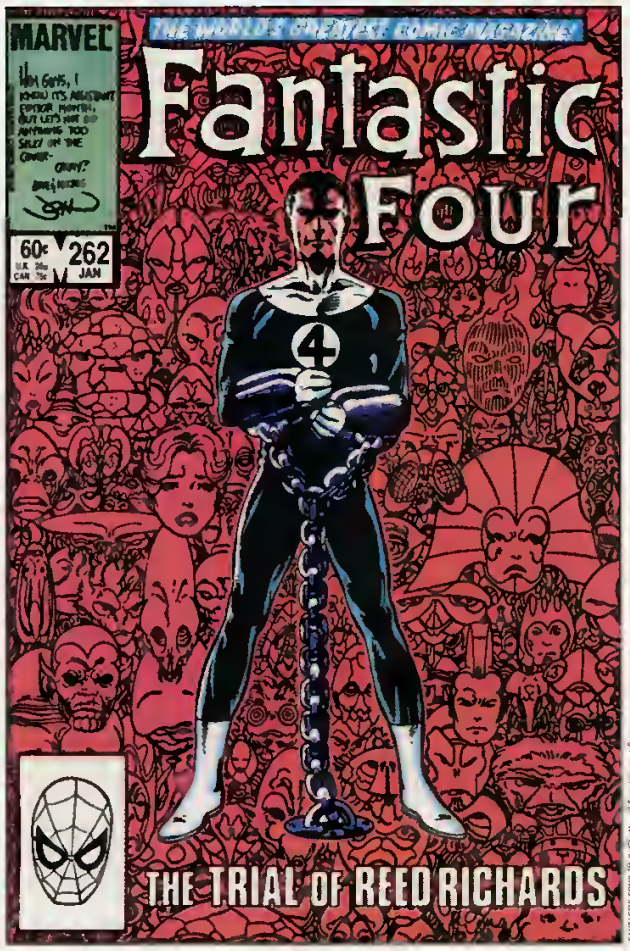
His Second Comics Epiphany came in 1962, when he found *Fantastic Four* #5 on the Calgary racks. His parents disapproved of comics, so for every new Marvel comic he picked up, a DC had to go. "I pretty much became a Marvel Zombie," he laughs. "They were so very different from what else was happening at the time."

Byrne attended the Alberta College of Art, where 500 copies of his end-of-term project, a comic book, were published by the college's gallery. His first professional work, after publishing in fanzines and the 1970s magazine *Monster Times*, appeared in *Giant-Size Dracula* #5 (June 1975), which had been commissioned the previous year by Marvel editor Tony Isabella. During that hold-up, Charlton's Nick Cuti asked Byrne to draw his fanzine character Rog 2000 for a back-up story in *E-Man* that Cuti would write. Byrne also did *Doomsday+1* and other Charlton work.

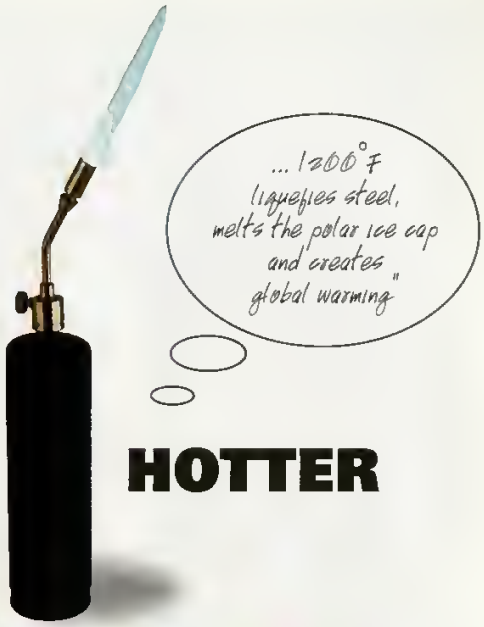
Having seen this work, Chris Claremont hinagled Byrne a last-minute assignment on *Marvel Premiere* #25 (October 1975), featuring Iron Fist. Claremont and Byrne went on to *X-Men*, and the rest is comics history—something which Byrne is accustomed to being a part of. Case in point: his revitalization of Supermen from ground zero in 1986, which made the cover of *Time* magazine, no less.

Are you responsible for most of the changes that were made to Superman?

Yeah, they pretty much left it to me. I went in with my list of 10 Unreasonable Demands,



FANTASTIC FOUR ™ & © Marvel Entertainment Group



The HOTTEST...

DRAGON DICE™

Game

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"I REALLY WANTED TO DEAL WITH A SUPERMAN WHO WAS NEW AT IT, WHO WASN'T GOOD AT IT, WHO WAS FIGURING OUT WHAT HE WAS ALL ABOUT."

and they agreed to all but one of them.

Which one didn't you get?

They wouldn't let me use my explanation for how we know that kryptonite will kill Superman if he was the only survivor of Krypton. My idea was to have the pregnant Lara sent to Earth, not the baby Kal-El. She gives birth on Earth, encounters kryptonite and dies. Jenette [Kahn, DC's president and editor-in-chief] thought that took things too far from source.

Is there anything you wish you hadn't done with Superman?

Yeah. I really wanted to deal with a Superman who was new at it, who wasn't good at it, who was figuring out what he was all about. But after the contracts were signed and I was committed to the book for a year, they told me I could only do that Superman for the first six issues. That's what [the mini-series] *Man of Steel* was about.

So the one thing I regret is getting rid of Superboy. If the three books had been *Action Comics*, *Superman* and *Superboy*, I would have been able to do the early stuff I really, really wanted to do.

You've said you didn't get the support you expected while doing Superman

What happened?

When word got out that I was changing things, there was a tremendous negative fan response before anybody had seen anything. And DC backed away immediately. So for the two years that I did it, there was virtually no support at all. At one point, [then-DC editorial director] Dick Giordano told me, "You have to realize that there are two Supermen—the one you're doing and the one we license."

I realized what they really wanted was a big name—as I was in those glory days—to come on and, just by his presence, change the character but not really do anything. The weird thing is that I had offered to do that. It was their decision to blow it up and start from zero.

Do you still have Superman stories to tell?

I've got a few pieces floating around. We've talked about the possibility of me doing another book, but there's nothing definite. It's a character I'd certainly be happy to go back to under the right circumstances.

Do editors try to pull stuff on you to show John Byrne* who is boss?

I have this reputation for being a hard-case, but I try to work as closely with the editors as I can. I always try to play the game and play fair, but I find that I'm always the one who's getting screwed. I'm never capricious about this stuff. I've always thought it through and I have a clear image of what I want to do with the characters. And I always declare it up front.

I turned in a cover once, and the editor actually cut and pasted everything so it was totally different from the way I drew it and then he had someone ink it. I told him that if he ever did that again to take my name off it. That's not my cover.

This is going to sound awesomely pretentious, but I might as well say it. I set very high standards for myself professionally, and I pretty much expect everybody I work with to hit those

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HUNT OR BE HUNTED.

TUROK. IN JUNE.

31 & 32: ALL OUT DINOSAUR WAR IN THE LOST LAND.
BY TIMOTHY TRUMAN & PAUL GULACY.

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standards, too. In the case of editors, that means they have to be honest with me. If they aren't, I tend to become wrathful and vengeance-seeking.

The photo shoot moves next door to Byrne's audio-visual room, where historical ambiance remains at the door. A seven-foot-tall Predator statue dominates the left wall, flanked by even-taller shelves crammed with videotapes. They also hold models of the 1989 Batman movie characters, a Captain Kirk marionette and McDonald's Happy Meal toys. Across the room, beneath the framed posters for the 1966 Batman and 1991 Rocketeer movies, sit a dozen monster models and a lava lamp perched atop the fireplace mantel.

A large-screen TV and various stereo equipment stand at room's center, flanked by life-size cardboard cut-outs of Kirk and Mr. Spock. The TV's top is cluttered with, among other things, a brontosaurus, Alfred E. Neuman, Pepe Le Pew and the starship Enterprise. Four overstuffed chairs and a couch cluttered with debris complete the inner circle. Like most houses, this one has a personal room that shouts, "Here's where we live!" This looks like the place.

You started your own creator-owned titles with Dark Horse Comics [in 1991]. Was it liberating to do *Next Men* and *Danger Unlimited*?

Absolutely. And I think I earned it. After 16 years in the business, I'd sort of reached the point where I thought I was entitled to have a completely free hand.

Next Men rises and falls entirely on being exactly the book I want it to be with minimal editorial input—but not none. [Editor] Barbara Kesel made some very good suggestions, including suggesting that the character of Control was too good to be true. So that evolved. From the moment I knew that Sathanas was Hilltop, I knew that his first victim would be Control. But I didn't know that Control would be a bad guy even then.

The Next Men aren't really superheroes, are they?

I've had complaints that in some issues, the Next Men don't do anything. But if you think about it, the whole series has been about them not doing anything. They react to what is going on around them. They don't go out on patrol.

For a while, I seriously regretted giving them powers. I did it for the superhero fans. The next arc I do will be more action-oriented, because it involves time travel. They get dropped into wars throughout history, including future ones. But there isn't a divergence from the overall shape of the book so far.

So you intend to return to *Next Men* after this "hiatus"?

I think so. I know the last line of the last issue, so I would like to do it someday. It originally was intended to be a short hiatus, but the market has really gone to hell.

I think *Next Men* will return in early 1996. It has an ending to it. If that turns out to be #50 [as he has said it might], there will be about four arcs from where we are now. After that, *Next Men* might not go away, it might mutate into something else. It depends on how that last issue affects things.

Will you ever return to *Danger Unlimited*?

I might. I have the script for *DU* #50 in the computer. And they do appear at the end of *Babe 2* #2 just to mess with people's heads.

DU started out much smaller than I originally intended it to. I realized it was going to be at least the third arc before it really got big and cosmic. And then, of course, the market went sour and didn't support it.

Were you upset that you essentially built the foundation and then walked away?

I didn't have much choice, you know? The second and third arcs were all worked out. The third arc was easy—it was going to be "The Last Galactus Story" [a reworked version of the story that Byrne began for Marvel's *Epic Illustrated* and never completed]. But the market is just nuts.

Everyone keeps telling me to bring *DU* back. What I'm tempted to do is solicit *DU* four months before it comes out. And if I don't get enough orders, I won't draw it. That's how we'll play the game. I'm not going to apologize to anyone.

You take over *Wonder Woman* with issue #101 coming out in July. Do you think you're in competition with George Pérez's version?

Fans will see it that way, but I don't know that it will be a direct competition. Mine has more traditional superhero stuff [such as supervillain battles] than George's did. The character has never really had that, and I want to infuse a big chunk of that into her.

At DC, the power ranking goes from Superman first to Wonder Woman next. So in the first issue, she's throwing tanks around. I want to bring that side of her out.

I see Wonder Woman as the last of the big toys at either company that I haven't played with yet. I'll be staying at least a year—I've plotted through issue #116 already.

Will Wonder Woman be appearing in other DC books?

We're already fighting small wars with her, because everybody and his dog wants her to have a romance with the character that they're writing. Well, no, *I'm* bringing in the boyfriend. He'll be a young Jewish cop, so we can play some games with different religions. He takes her home to mother and she says, "A shiksa!" and he corrects her, "A shiksa goddess!"

She's going to have a little more of a sense of humor than she's had up to now, but that's only because I tend to think of superheroes as being a little bit cocky. I don't see how you could avoid being cocky if you can hold up a building with one hand.

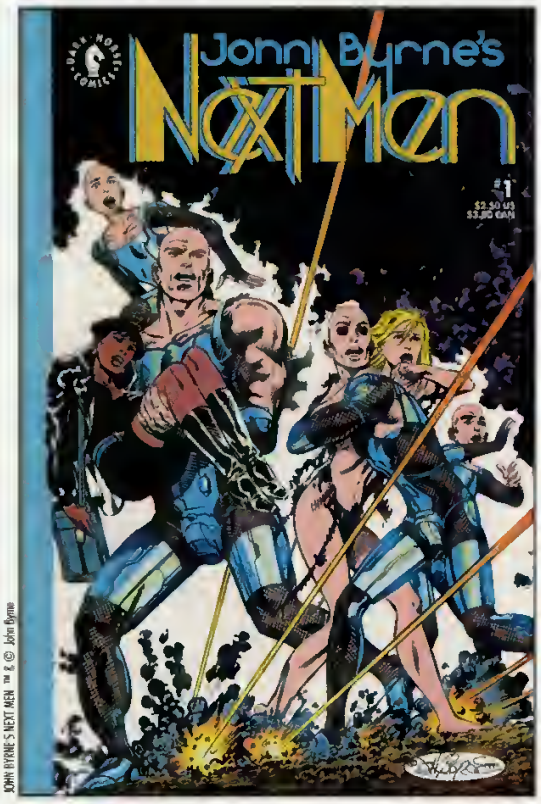
Wonder Woman is Jenette [Kahn]'s favorite book, which scares the hell out of me. She might start to pay real close attention. And I intend to mess with it in some fairly significant ways.

What else is coming up?

Mostly DC projects. I'm doing two Marvel-DC crossovers: *Darkseid/Galactus* and another that I can't talk about yet. *Darkseid/Galactus* is finished, except for the cover—they're still working on the logo, so I'm waiting on that before I try to design the cover. [EDITOR'S NOTE: DC has confirmed that *Darkseid vs. Galactus: The Hunger* is scheduled for August.]

We've been talking about a Supergirl mini-series that may still happen, and we've talked about a Justice League one-shot. That would involve the original members as they are now [Flash will be Wally West, Green Lantern as Kyle Rayner, etc.] having an adventure now.

There are some characters I'd still like to



JOHN BYRNE'S NEXT MEN ™ & © John Byrne

New MTV cards from FLEER.
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do, but none of them are really who they were any more. Green Lantern was always one of my favorites. Dr. Strange, too. Some days I feel like I'd like to take a crack at Thor. But I don't really feel comfortable working at Marvel in its present environment.

Why not?

With what's been going on there more and more lately, I look at it and say, "That's a mess I just don't want to be a part of." I get the feeling that a lot of people who are working for Marvel feel a little like collaborators [who worked with the Nazis during World War II].

For the final photos, the tour heads up the staircase at the end of the entry hall. On the second floor, down a short hall and up two steps, Byrne points to a similar but narrower stairway leading up. "That's what sold me on the house," he says. "Having a third floor for my studio really was appealing."

But any major comics fan will need several hours to reach the top of this staircase. The adjoining wall is filled, from the stairs' foot to the very top, with framed Silver Age art. Kirby's Fantastic Four and Captain America. Ditko's Spider-Man. Adams' Batman. Kubert's Hawkman. Swan's Superman. Nearly two dozen hang there, including some comic strips.

At the top, one confronts another treasure: a built-in bookcase filled with bound volumes of actual Silver Age comics. *Fantastic Four*, *Amazing Spider-Man*, *Thor*, *Avengers*, Kirby and Ditko's DCs, and some others. "I had a binder in Calgary who would do these for $10 an inch," he says proudly, leafing through the first FF book. "They're a big help for reference."

His studio is laid out to the right, a jumble of comics, art supplies and CDs. Behind the chair stands a spinner rack filled with Byrne's own comics—with one pocket emptied and awaiting *Wonder Woman*.

I'D LIKE TO GIVE FANS A ROSY GLOW WHEN THEY THINK ABOUT MY CAREER. I'D LIKE THEM TO SAY, "WOW, HE DID ALL THAT STUFF, AND IT WAS ALL PRETTY GOOD."

To the stair's left is his computer room, where he types his scripts and outputs the computerized font that he pastes up for lettering. More art lines the walls here, while across from the doorway are encased foot-tall statues he's sculpted of his favorite characters: Hulk, She-Hulk, Namor, Darkseid, Thing, Fin Fang Foom, Xemnu the Living Titan (an old Marvel monster Byrne used during his run on *She-Hulk*), The Dragon Man, and Alley Oop and Oola.

On the wall near his drawing table hangs a comic page redrawn for him by its artist, Dick Sprang. It recreates the splash page of that first Batman story Byrne ever read, the one that hooked him on comics forever. And resting on the drawing table, waiting to be hung, is his latest find: the final page of *FF* #5. "I paid [a lot] for that page, but I never even blinked," he says, admiring it again. "That's the Holy Grail for me."

History clearly means a lot to John Byrne. But it's obvious at least one thing means even more: comics.

What would you like to be remembered for?

I've been pretentious so far in this interview, I might as well keep it up. I would like to confront people with essentially the same problem they have trying to encapsulate Jack Kirby. I'd like to give fans a rosy glow when they think about my career. I'd like them to say, "Wow, he did all that stuff, and it was all pretty good."

When I was a fan dreaming about my career in comics, I hoped that someday I'd get to do Iron Man. I considered him the number-one guy of the second string of heroes. So when people ask me how it feels to be eclipsed by Todd McFarlane and Rob Liefeld and these new guys, I tell them it doesn't bother me. I never wanted to be anything more than the number-one guy of the second string. So it's all been gravy.

What is your impression of these new creators?

They have no sense of history. Everything that's wrong with the world, and everything that's wrong with the industry, can be distilled down to having no sense of history. Too many people who have come in during the last five or 10 years look at comics as a way to make a lot of money.

There's a generation of us [that] ends around Mike Mignola and Art Adams—they were like the last gasp—who came in only because [they] loved it. Those of us who got in before the royalties and everything else are here because we love it. There was no other reason to do it except that we love it. That's why, as the money vanishes, I'll still be here. Because this is what I want to do. ★

Craig Shutt, the writer of last month's "The Chaos Theory," was not harmed by John Byrne during the making of this article.

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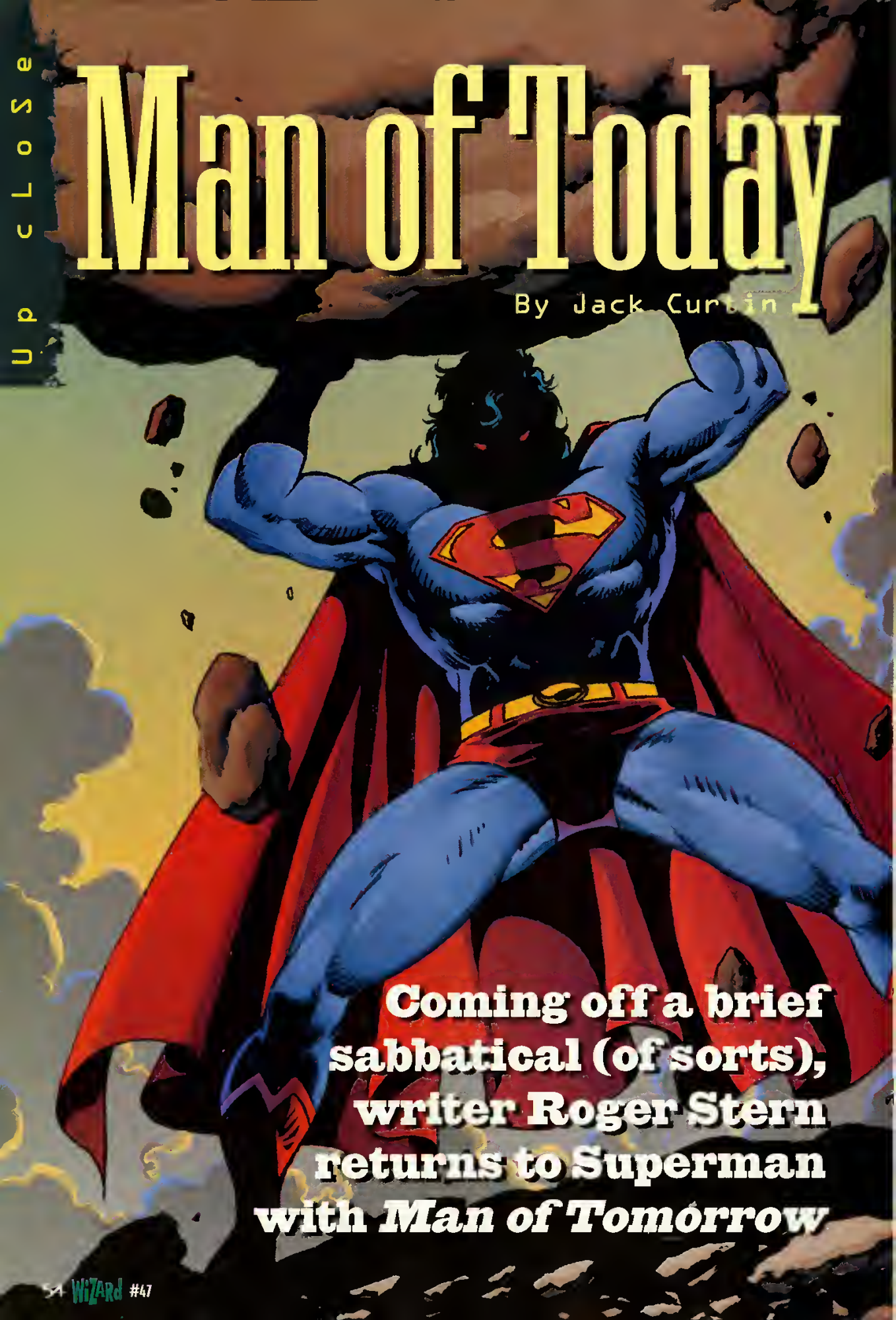
Man of Today

By Jack Curtin



Coming off a brief sabbatical (of sorts), writer Roger Stern returns to Superman with *Man of Tomorrow*

The way Roger Stern hears it, he's been leading a really exciting life out there. His only regret is that no one thought to invite him along to enjoy it.

"I keep learning about all these great reasons I had for leaving *Action Comics* after issue #700," laughs the once and future Superman writer. "I've heard that I left comics forever to write for television or, better yet, that I'm on a cruise around the world. I like that one a lot."

The truth is, he says, that he stayed in his upstate New York home, took a little time off, and then went back to work. After steadily writing about Superman for close to seven years and finishing the 400-page novel, *The Death and Life of Superman*, "I needed a break, that's all it was."

And lo, those thirteen or so months ago when Superman editor Mike Carlin passed on the *Action Comics* reins to writer David Michelinie, he didn't exactly slap Stern on the back, hand him the requisite gold watch, and send him packing. "The last thing Mike said to me," Stern recalls, "was something like, 'You know, we've gotten readers to the point where they really need their weekly Superman fix, and some of them get almost angry when we hit one of our four skip weeks every year, and they have to wait fourteen days for their next installment...we're gonna have to do something about that.' So I pretty much knew when I walked out the door what might be available when I come back onto the writing team."

And back he is, scripting DC Comics' new *Superman: The Man of Tomorrow* quarterly, a fifth ongoing Superman title that fills in those four empty weeks each year. *MOT* debuts the last week in May, with pencils by former *Adventures of Superman* penciler Tom Grummett, and ex-*Superman* inker Brett Breeding on both interiors and covers.

The new title is designed to fit seamlessly into the weekly Supermen continuity, which seems like a daunting task for a book which appears only every thirteenth week. If Stern is at all fazed about the challenge of pulling that off, however, he certainly doesn't show it. "I wrote Superman on a weekly basis in *Action Comics Weekly*. I've written him monthly in both *Superman* and *Action*, and now I'm looking forward to writing him quarterly in this new book," he says. "Since it only comes out four times a year, I will be trying to structure things so that there's a complete story in every issue—except when we're part of some major story arc—but the book will also always have elements of ongoing plots. My job is to pick up from the things that have been happening in the other books, and set up the things that will happen in the future. Sometimes [the Supermen editorial team comes] up with a new or better idea as a story develops, but it's really not going to be a problem for me to fit my stories into the existing plots and subplots."

MAN OF YESTERDAY

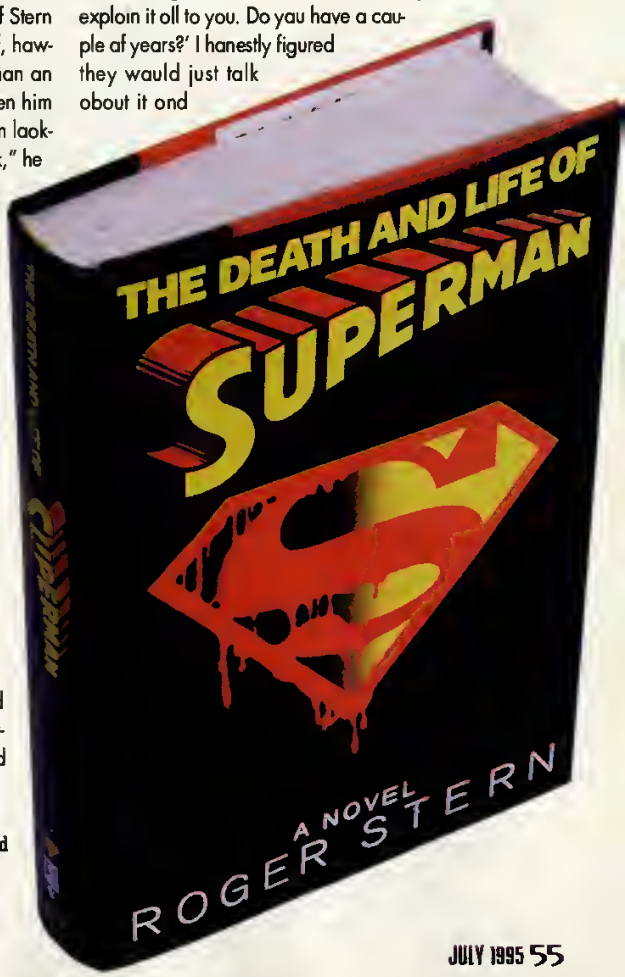
Stern's confidence comes from experience. He's a 20-year veteran in the industry, having joined Marvel Comics as an assistant editor in 1975, moving up to full editor two years later. He left the staff to become a full-time freelancer in 1979, and had popular and successful runs on *Avengers*, *Dr. Strange* and *Amazing Spider-Man* during the next decade. He moved to DC as an outlet for his stories in 1988, after a disagreement with *Avengers* editor Mark Gruenwald about the book's direction, and co-created and scripted one of DC's many *Starman* incarnations (starring the Will Payton version) and *Power of the Atom* before beginning his Superman run.

His first Superman story ran in *Action* #600 in May 1988. The title became an anthology book and went to a weekly schedule with its next issue. Stern wrote the two-page Superman serial that was included in every issue, until the book returned to a monthly status 42 issues later. He also began scripting *Superman* with issue #23 in November 1988, coming on board right after writer-artist John Byrne left the book. That assignment ended when *Action* returned to monthly status with #643 in July 1989, and he concentrated his efforts on that title.

Aside from editor Carlin, Stern had been a part of the Superman creative team the longest until he took his sabbatical. That team, of course, helped change the reading habits and expectations of a whole generation of comics readers with a complex continuity previously thought impossible to achieve, while telling groundbreaking stories everyone thought could never happen, such as Clark's marriage proposal to Lois, his revelation of his true identity to her, and, of course, the commercial explosion that was "The Death of Superman." It was probably inevitable, then, that when Bantam Books approached DC Comics about doing a novelization of that classic storyline, Carlin tapped Stern for the job.

A NOVEL IDEA

"They had to pick one of us on the inside who knew what was going on if they were going to do it," Stern says of Bantam's selection of the adaptation's author. "If a new writer were brought in, we'd have had to say, 'Sure, we can explain it all to you. Do you have a couple of years?' I honestly figured they would just talk about it and



Left: The Last Son of Krypton will be throwing things around on a quarterly basis now. Right: The hardcover novel.

SUPERMAN ™ & © DC Comics

nothing would ever happen. Then the contract arrived. The thing was, I had never written anything of that size before. It was an adaptation of the stories in the comics, so the plotting was basically done for me, but I had to translate all that from one medium to another, which was a very interesting challenge. To tell you the truth, I don't remember much of the process. The last few months especially are a complete blur. I'd get up at five-thirty or six in the morning and work until late evening, then go to bed, get up and start all over again. Occasionally, I'd take a break to write the next issue of *Action Comics*.

The Death and Life of Superman was on *The New York Times'* bestseller list for several weeks, an achievement which Stern makes the subject of jokes. "You know, *Garfield* has made that list, too," he says "But I did get some recognition out of it, mostly from people I'd gone to college with. They would run across me at a bookstore signing and say, 'So that's what become of you.'"

Check into what Stern was doing during his "break," and you discover that, even though he was no longer writing a monthly comic, he really didn't leave Superman behind at all. Among other things, that period was devoted to writing the text and organizing the format for the Superman: Man of Steel and DC Super Villains trading card sets for SkyBox, April's 24-page Justice League story in *Superman & Batman Magazine*, and May's *Superman Annual #7*.

The latter story, Stern says, came about because "I always used to bug John Byrne about the fact that—I think it was in his second issue of *Action Comics*—he had Superman thinking to himself that 'despite my powers, I'm vulnerable to supernatural forces.' Hey, if he knows that, he must have encountered supernatural forces before, but John never showed that. When DC made the theme of the annuals 'Year One,' I decided I'd tell that story myself."

Stern has a few projects of his own he'd like to develop, but he's reluctant to discuss those in any detail until and unless he's found a publisher and is ready to proceed. He has some other things in the works at DC as well: "[I have] proposals for a few existing DC characters with new spins on them and a Superman Elseworlds story that takes place during the Civil War. There are a couple of other Superman projects pending, too, but I can't talk about those yet."

STERN'S RETURN

As should be fairly obvious, Stern is delighted to renew his regular relationship with Superman. "How could anyone not be excited about writing Superman?" he asks. "This is THE premier comic book star, the ultimate superhero. I grew up with Superman." And

it is the Superman of his childhood that lies at the core of the stories he tells today. "Since I'm a child of the '50s, I was greatly influenced by the first television series," he acknowledges. "It's that straight-forward, heroic Superman of that era and that quietly witty and urbane Clark Kent, filtered through all the things that have happened since, that I try to bring to life in my stories."

Stern is certainly taking advantage of his re-entrance in the Superman group, as *Man of Tomorrow #1* centers around the return of the maniacal Lex Luthor.

"We see the opening chapter of the next phase of Lex's life in my first issue," he says. "Let's face it, Lex has been in pretty bad shape. He's been lying in a room with tubes sticking out of him. But now he's coming back—just like I am, come to think of it—and this story, and the things that happen in it, will have repercussions for the next year or so, at least. The story also introduces a brand-new character who will be a major player for the next several months, the Contessa Erica Alexandra del Portenza." Stern is highly secretive about this mysterious new figure, whom he created with Tom Grummett's design assistance, and whom readers could perceive as either a kind woman...or not.

And, he notes, a first issue is another feather in his cap. "I've been fortunate enough to have my Superman scripting career marked by several milestone issues. Remember, my first Superman work to see print was in *Action #600*, and my last regular Superman story until now was in *Action #700*. I've just had an affinity for that sort of thing."

Does it concern him that it is likely to be awhile before his affinity for milestones will have the opportunity to manifest itself again? Given the quarterly schedule, it will be 25 years from now, 2020 AD, before *Superman: The Man of Tomorrow* reaches its one-hundredth issue.

"No problem," Stern promises. "You find me a doctor who will guarantee that I'll make it, and I'll be there." ☆

Jack Curtin, a regular Wizard contributer, claims to have a secret cache of Kryptonite.

Acclaim comics inc presents

PUNX™

disclaimer

the following punx preview does NOT contain the following:

- Testosterone-driven, homicidal maniacs, masquerading as heroes, shooting up everything in sight with guns the size of a small heifer.
- Close-ups of toothy grimaces, usually rendered in more detail than your basic dental record.
- Bad-attitude "babes." You know, legs too long, waists too cinched, compass-drawn breasts tucked up under the chin like twin goiters.
- Dead heroes. Well, not YET, anyway...
- Mutants. Yeah, yeah, I know it's got an "X" in the title, but so does that t.v. show, and you don't see Mulder popping claws!
- MSG. I don't care how good it makes the food taste, that stuff gives me the willies.

So, if you're **really** into any of the above, the next **four** pages will probably come as somewhat of a **disappointment.**

But if you're **looking** for something a bit... **off-center,** we just **might** have what you're looking for.

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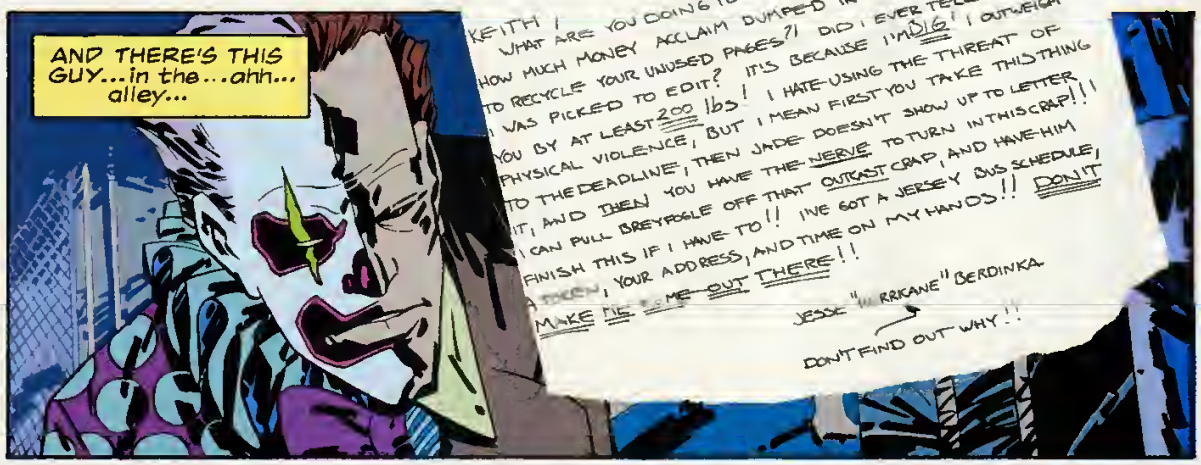
ACCLAMATION, OREGON.

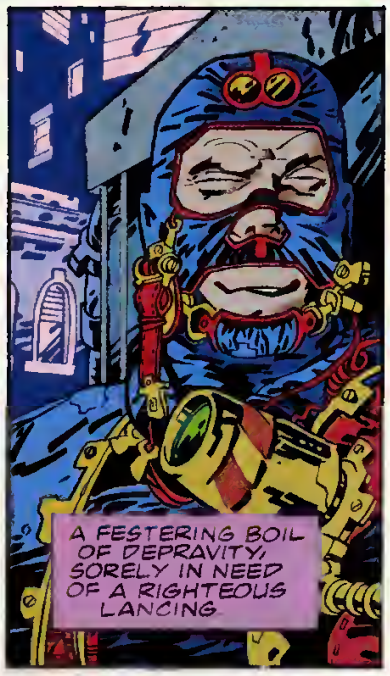
JUNE 14.
3:22 A.M.

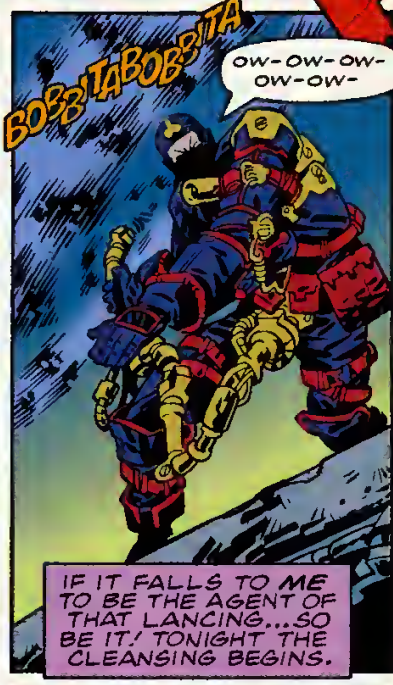
THAT'S...um... PACIFIC STANDARD TIME.
HARDWARE
APRIL 19, 1995
KEITH!
WHAT ARE YOU DOING TO ME?! DO YOU HAVE ANY IDEA
HOW MUCH MONEY ACCLAIM DUMPED INTO THIS PIECE, FOR YOU
TO RECYCLE YOUR UNUSED PAGES?! DID I EVER TELL YOU WHY
I WAS PICKED TO EDIT? IT'S BECAUSE I'M BIG! I OUTWEIGH
YOU BY AT LEAST 200 lbs! I HATE USING THE THREAT OF
PHYSICAL VIOLENCE, BUT I MEAN FIRST YOU TAKE THIS THING
TO THE DEADLINE, THEN JADE DOESN'T SHOW UP TO LETTER
IT, AND THEN YOU HAVE THE NERVE TO TURN IN THIS CRAP, AND HAVE HIM
I CAN PULL BREYFOGLE OFF THAT OUTCAST CRAP, AND HAVE HIM
FINISH THIS IF I HAVE TO!! I'VE GOT A JERSEY BUS SCHEDULE,
A TICKET, YOUR ADDRESS, AND TIME ON MY HANDS!! DON'T
MAKE ME COME OUT THERE!!
JESSE "HURRICANE" BERDINKA
DON'T FIND OUT WHY!!


AND THERE'S THIS GUY...in the...ahh... alley...

ACCLAMATION, OREGON.
NO, REALLY!
PUNX
Story/Pencils: Keith Giffen
Inks: Claude St. Aubin
Letters: Joe Albelo
Colors: Lovern Kindzierski
Seps: Digital Chameleon
Frontpiece: Kenn Bell
Editor: Jesse "Hurricane" Berdinka
Editor In Chief: Bob Layton

THE CITY SPRAWLS AT MY FEET, A GANGRENOUS WOUND REEKING OF CORRUPTION.
LONG PIG AND BREW
A SUPPURATING SORE, DISCHARGING IT'S FOUL ESSENSE INTO THE SWELTERING NIGHT.


A FESTERING BOIL OF DEPRAVITY, SORELY IN NEED OF A RIGHTEOUS LANCING


BOBBITABOBBITA
OW-OW-OW-OW-OW-
IF IT FALLS TO ME TO BE THE AGENT OF THAT LANCING...SO BE IT! TONIGHT THE CLEANSING BEGINS.

I AM WRECKING BALLZ AND I WILL ABIDE NO MORE!

STOP LAUGHING.
SHRIEECK!

SCREECH! YOWL-LL!
SIGN
'NOTHER ONE

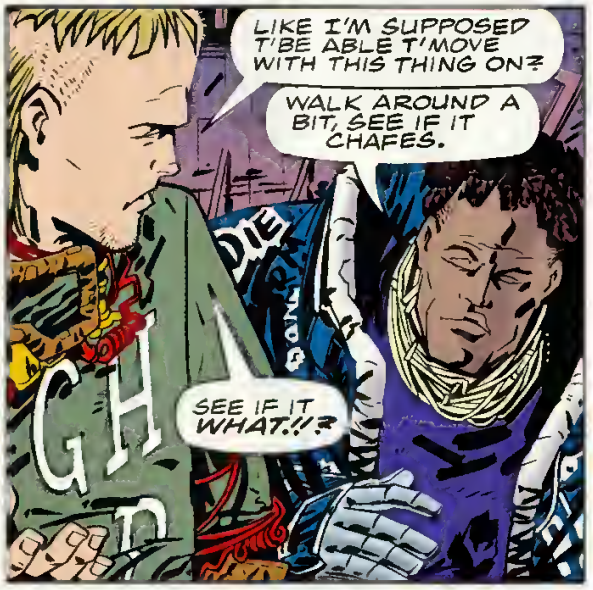
THEY'RE KIDDIN', RIGHT?
I DON'T THINK SO. I THINK THEY WANT ONE OF US TO WEAR IT.

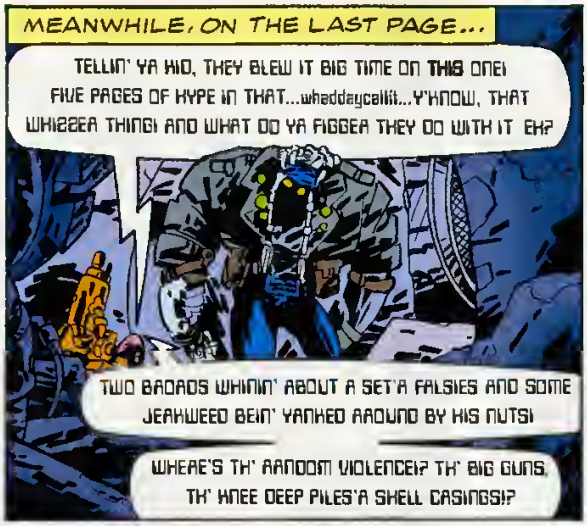
WEAR IT!? LIKE THAT'S GONNA HAPPEN! WOULD'JA LOOKIT TH' SIZE'A THIS THING? like I need my center'a gravity jacked up that high...
DOESN'T LOOK VERY NATURAL DOES IT?
ahhh... IT NEVER LOOKS LIKE IT DOES ON TH' BOX.

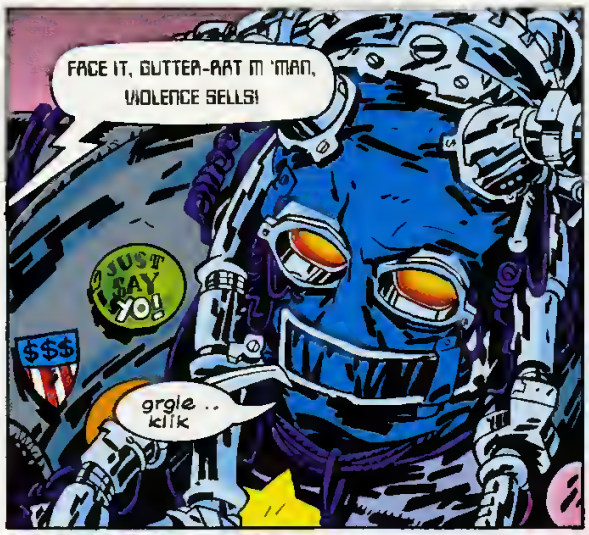
DOESN'T LOOK NONE TOO NATURAL THERE NEITHER...
Lady Dog.
BOOBALIZER 2000
sales ENHANCING UNIT

SHRIE-EEK! MAKE IT STOP! OH, GOD MAKE IT STOP!! sob...

boobalizer... AIN'T THAT ALWAYS TH' WAY! I'M SURPRISED IT DIDN'T COME WITH NO STILLETTO HEELS.
BETCHA AIN'T NOBODY PULLIN' NO BOOBALIZIN' CRAP ON TH' GUYS.


LIKE I'M SUPPOSED T'BE ABLE T'MOVE WITH THIS THING ON?
WALK AROUND A BIT, SEE IF IT CHAFES.
SEE IF IT WHAT.!!?





WIZARD PRICE GUIDE

(in conjuction with the Psychic Friends Hotline) EXTRA!

PUNX
VALIANT COMICS
MINI SERIES (1995)

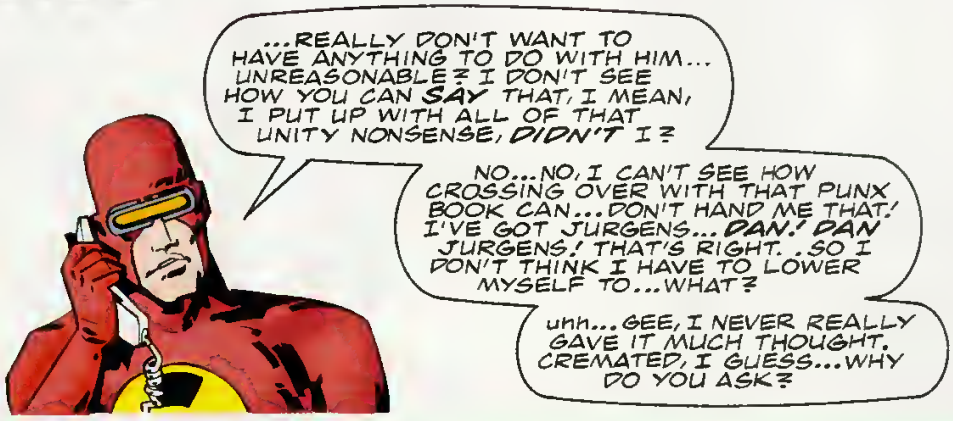
1 KGi CSt 1 Caul	2 50
2 KGi CSt 1 Boss Kitsch	2 50
3 KGi CSt 1 P M S	2 50
4 KGi CSt 1 some guy they haven't thought up yet	2.50

PUNX (Spotlight on Aztlan)

1 TMc That tubby girl from Harbinger	52 75

PUNX REDUX
VALIANT COMICS
MINI-SERIES (1995-96)

1 KGi CSt 1 Mighty Weasel Mountie.	1 30
2 KGi CSt all gorilla issue	1 25
3 KGi CSt 2 second Wrecking Ballz same sad gag	0 36
4 KGi CSt plagiarizes Dictators' (I LIVE FOR) CARS AND GIRLS	Make an Offer



THIS SPECIAL ADVERTISING SECTION DOES NOT REFLECT THE OPINIONS OR VIEWS OF WIZARD: THE GUIDE TO COMICS.

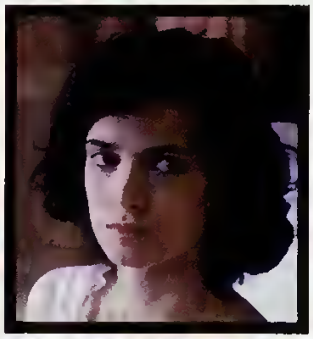
Wizard casts the *Sandman* movie!

Casting call 5

Y'know, comic book fans just love to think that whatever entertains *them* would entertain everyone else. And nothing lends itself to a larger audience than a big-budget film. Since we here at *Wizard* all happen to be fans, we figured we'd take our own stab at this sorta thing.

This time around we're taking Vertigo's *Sandman* book, and casting our own magic. The flick'd be directed by the King of Weird, Tim Burton, who directed such artsy-fartsy flicks as *Batman* and *Edward Scissorhands*. And special FX would be handled by Industrial Light and Magic. And the stars, as we'd pick 'em? Onward...

DEATH
Little Women's Winona Ryder would play a real cutesy Death. She can also be funny and kinda dark, as evidenced in *Reality Bites* and *Heathers*.

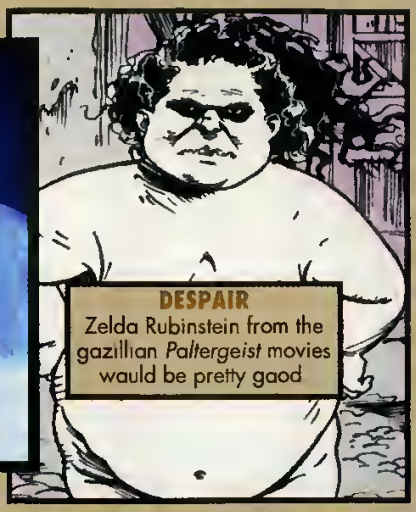


DREAM
A sucker for an off-beat role, Johnny Depp would be a perfect Sandman. He even kinda looked like him when he was in *Edward Scissorhands*.

BY A BUNCH OF *WIZARD* STAFFERS

SANDMAN and all characters and artwork shown ™ & © DC Comics.
All photos: Everett Collection except Tori Amos: Cindy Palmano for Atlantic Records, and k.d. lang, Warlight, L.A. for Sire Records.

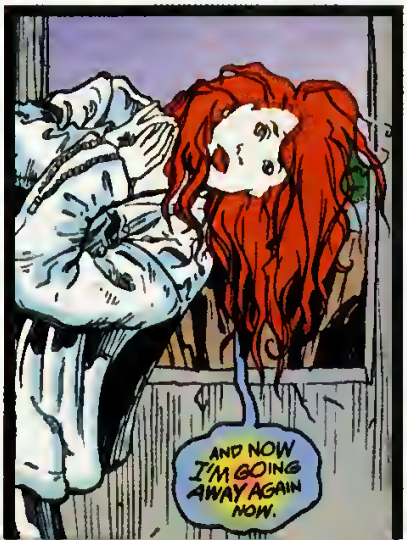
DESTINY
Guy in a hoad, eh? Well, Sir Alec Guinness is yer man. Knawn best for his partrayol af Ben "Obi-Won" Kenobi in *Star Wa*—aw, *c'man*, the guy's been in like trillions of freakin' movies.



DESPAIR
Zelda Rubinstein from the gazillian *Paltergeist* movies wauld be pretty gaod

DESIRE
Desire wauld look really caol os k.d. lang, the cauntry singer.

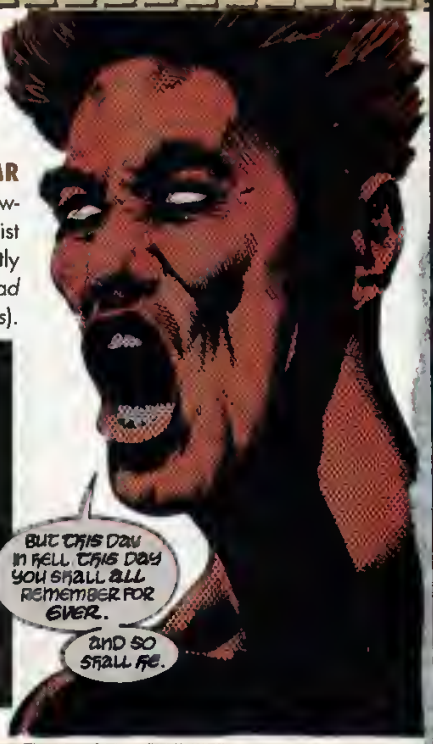
DELIRIUM
Not known for ony octing roles, musicion Tari Amos could bring same af her charm ta the flighty Endless member. We think Mr. Goimon would apprave



DESTRUCTION
For this guy, we need a big, burly dude. Enter former WWF wrestler Roddy Piper, whose acting credits include *They Live* and *Hell Comes to Frogtown*.

LUCIEN
Writer-actor-director Woody Allen (*Bullets Over Broadway, Hannah and Her Sisters*) looks geeky enough to play *Sandman*'s Librarian of Dreams.

LUCIFER MORNINGSTAR
The former-ruler-of-Hell-now-moonlighting-as-a-lounge-pianist could be brought to light perfectly by Christopher Walken (*Dead Zone, Batman Returns*).



CAIN
The mischievous Alan Rickman (*Die Hard, Robin Hood: Prince of Thieves*) would portray history's first murderer to a T. And, better still, he's got a sense of humor about him, too.

MATTHEW THE RAVEN
Sarcasm is Matthew's game, and his voice would easily be supplied by Christian Slater (*Murder in the First, True Romance*).

MERVYN PUMPKINHEAD
The chain-smoking outspoken-yet-wimpy pumpkin guy would be terrific if his voice were by Gilbert Gottfried.

ABEL
The cowering brother of Cain would be brought to life by Dom Deluise (*Cannonball Run*, a buncha Mel Brooks movies).

So there you have it. Would this movie kick butt or what? And with all the other croppy artsy films out there, don't you think it's about time Hollywood decided to give a big budget to a good one? ☆

With only stealth and cunning at their disposal, the members of the Wizard staff have all passed the Kobayashi-Maru with little difficulty

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JUDGEMENT DAY!

DAN JURGENS • DICK GIORDANO

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MAN OF THE ATOM

COMING THIS JUNE

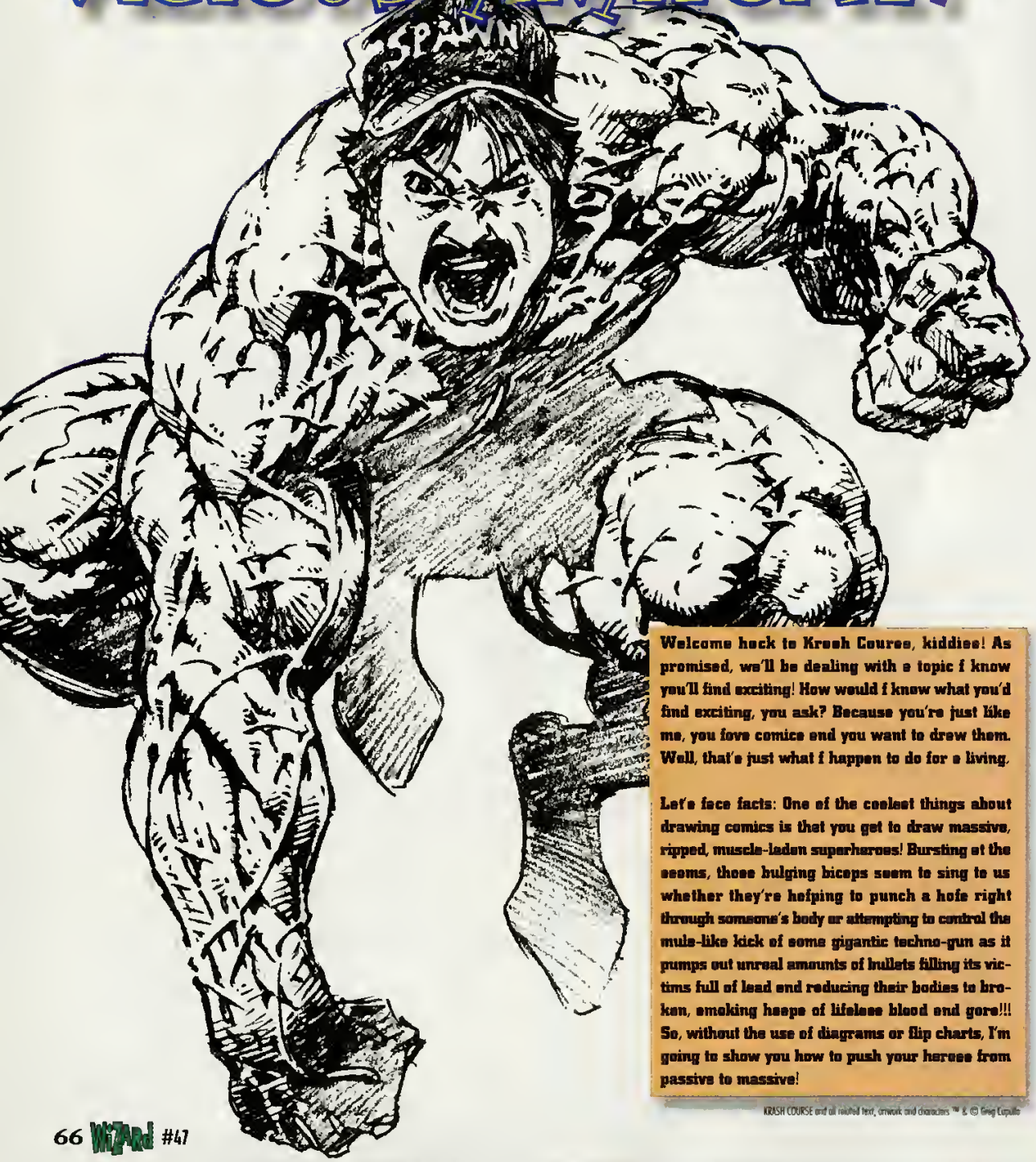
ACCLAIM COMICS, INC.

VALIANT

Greg Capullo's

KRASH COURSE

VICIOUS ANATOMY!



Welcome back to Krash Course, kiddies! As promised, we'll be dealing with a topic I know you'll find exciting! How would I know what you'd find exciting, you ask? Because you're just like me, you love comics and you want to draw them. Well, that's just what I happen to do for a living.

Let's face facts: One of the coolest things about drawing comics is that you get to draw massive, ripped, muscle-laden superheroes! Bursting at the seams, those bulging biceps seem to sing to us whether they're helping to punch a hole right through someone's body or attempting to control the mule-like kick of some gigantic techno-gun as it pumps out unreal amounts of bullets filling its victims full of lead and reducing their bodies to broken, smoking heaps of lifeless blood and gore!!! So, without the use of diagrams or flip charts, I'm going to show you how to push your heroes from passive to massive!

KRASH COURSE and all related text, artwork and characters ™ & © Greg Capullo

1. nice pipes

There are three things you can do to push your finger over the top, regardless of muscle aiza. Those things are: separation, striation and veination. (Hey, Moe! I just made up a word!) Before I demonstrate these things, I'll assume that all you tough guys out there already have a solid foundation in basic anatomy. If not, you'll need to go out and get yourself an anatomy book for artists. I've got the *Atlas of Human Anatomy for the Artist*, by Stephen Peck, but there are plenty of other good ones out there, as well.

FIG. 1

"NO LIT-TLE GERLIE ARMS AH-LOUWED!"

Let's begin by getting our terminology down by use of pictures. Figure 1 shows a muscular arm that would be capable of hurting you pretty bad if it were to hit you. But let's push things a little further till that same arm looks like one punch would kill you!

2. separation

Figure 2 shows separation. Notice how all the individual muscle groups are more clearly defined. Each one stands out by itself instead of being in a grouped mass as in Figure 1.

FIG. 2

FIG. 3

3. striation

Figure 3 shows striation. This is where the actual fibers that compose muscle can also be seen. Now you're able to give the appearance of having even more muscle than before! Muscle fibers run in various directions depending on the particular muscle you're drawing. So refer to your anatomy book (if need be) till you've memorized them.

4. veination

Now for the *coup de grâce* veination! (Hey, I like this new word!) Figure 4 shows how to use veins to push your anatomy into the realm of vicious! Now you've got it all. Bone, muscle, muscle on top of muscle and blood-pumping veins strapped together to forge the lethal appendages your hero will need to kick some mondo booty!

FIG. 4

KEEP PUMPING, HANZ AND FRANZ!

5. puzzled by muscles?

To get good separation you must achieve the appearance of interlocking. Pieces of muscle fit together like some sort of jigsaw puzzle. Think of the muscles of the body as blocks of wood or whatever. This will help give them a feeling of dimension and solidity. It helps to think of the pieces as geometrical forms when trying to get that interlocking feel. And even though I've used the arm once again here, this method could be used on any area of your hero's body.

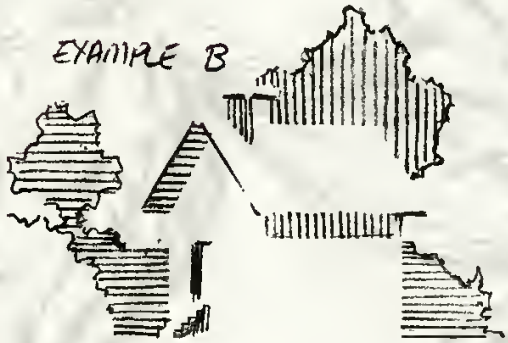
6. hammer time!

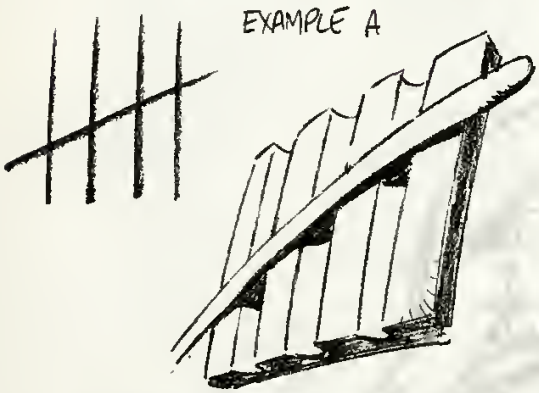
Striation is basically chiseling grooves into the muscles. The degree to which you do this is all up to you. You can go for deep or barely visible striation. As long as they're going in the right direction, rock 'n' roll!

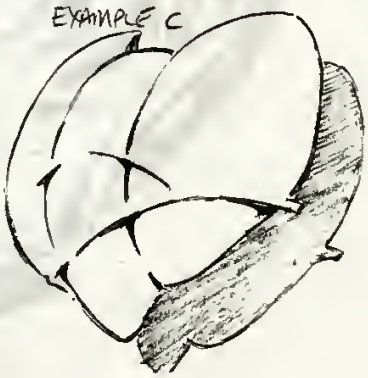
7. shadows and lighting

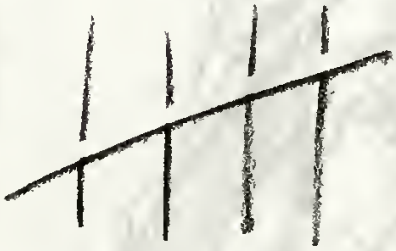
In order to have good veination you have to cross the line. A vein wouldn't really stand out too much if it ran parallel with the lines of your muscle, would it? Nope. Instead, you have to contrast your muscle lines by running the veins across them. By doing this, they would cast a shadow within the grooves of the muscle (see example A), giving it its own solidity.

Now watch this little mind game. Look at the tiny house (example B), and notice that most of the edges are not drawn. Yet your mind sees them as being there because of the lines that meet where the edges should be. (Neat, huh?) This is the trick to successfully drawing veins. You don't need to draw the top of the vein, only the bottom line or side of the vein that faces away from the light source (example C).









So now that some of the mystery is gone, you, too, can load your hero chock full of all those cool lines you used to look at and go, "Aw, man! How did they do that? Mine *never* looks right!"

Plenty of kids have asked me how to get that veiny, muscular look on the hero's neck. Same principles

8. mr. volcano head

Check out Mr. Volcano Head (see illustrations). I've exaggerated here to get the point across. These principles apply to all the parts of the anatomy. Don't get uptight about drawing veins. As long as you know the muscle groups cold, I say fear not. You can do a lot of faking when drawing blood vessels. I suggest that you at least learn the really outstanding landmark veins like the one that runs down the front of an arm's biceps muscle, etc. Other than that, do as I do...free-wheel burn! Do whatever turns you on. Mind you, every character shouldn't be handled to this extrema. But knowing these techniques will make it possible for you to succeed, should you need to push it or modify it to any degree that'll suit your needs.

HENRY ROLLINS?

9. do it right

Well, you just know I had to draw a couple of figures of my own. After all, I can't let you guys have all the fun. Now that you know how to put a little window dressing on your figures, don't be fooled into believing that if you put enough of it on a poorly drawn figure no one will notice. You might fool the people with untrained eyes, but the tough guys out there will go, "Look at the jalopy with the fancy paint job." But if you put that paint job on a Ferrari...then you've got something!

A lot of the stuff I've shown you works because of the use of light and shadow. Next month's column will be devoted to that subject. So be here next month and meet me on "The Dark Side." Till then, keep the lead burnin', tough guys! ☆

Greg Capullo is an artist on Image comics such as Spawn, *and the* Angela *mini-series.*

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THIS ISN'T A COVER, IT'S PAGE 27 FROM ISSUE #2!

the Drawing board

The showcase of comic book fan art.

The 10 cool people whose artwork got an honorable mention this month will each receive a *Wolverine* #85 signed by Adam Kubert, an *Aquaman* #0 signed by Peter David, and a copy of *The Maxx* #6 signed by Sam Kieth. The four honorable runners-up will each receive a *Youngblood* #6 signed by Danny Miki, a *Wolverine* #81 signed by Adam Kubert, and an *Amazing Spider-Man* #344 signed by Mark Bagley. The megatalented artist of the winning entry this month will receive all that stuff, plus an original piece of Eudaemon art by Nelson (thanks a lot, al' buddy)! Congrats to everyone!

All characters ™ & © their respective owners. Eudaemon ™ & © Mario Comics Inc

GRAND PRIZE

ALL-AMERICAN HEROES
By Kevin Metz
Springfield, MO

Aquaman ™ & © DC Comics

RUNNER-UP

AQUAMAN
By Robert Saunders
Port Moody, B.C., Canada

Archangel & Psylocke ™ & © Marvel Entertainment Group

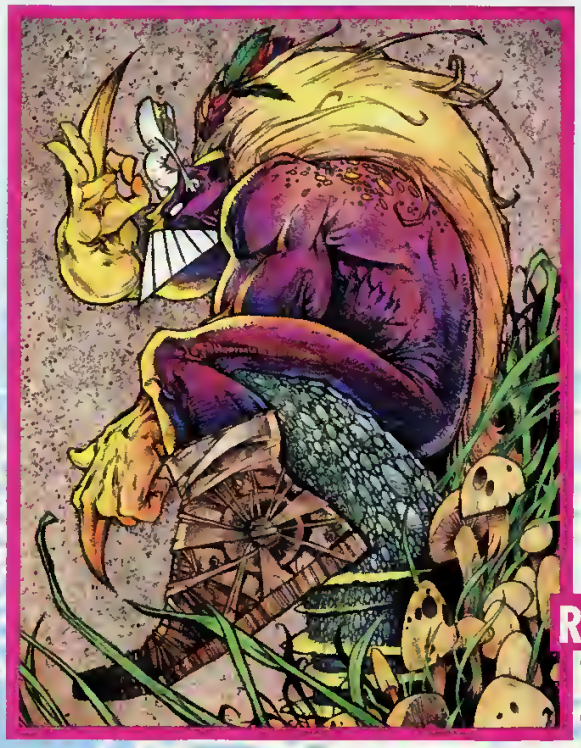
RUNNER-UP

ARCHANGEL AND PSYLOCKE
By Eri Gaudiamo
Indanesia

RUNNER-UP

THE NEW POWER RANGERS
By Keith Newsome
Columbus, OH

Rescue Rangers™ & © The Walt Disney Company Mighty Morphin' Power Rangers™ & © Saban Entertainment Inc. & Saban International N.V.

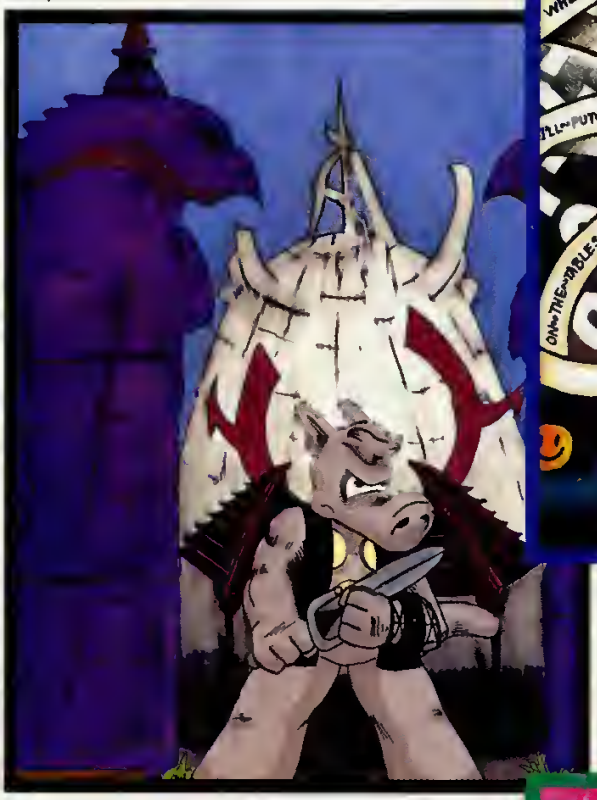


The Maxx™ & © Sam Kieth

RUNNER-UP

THE MAXX
By Ryan Ottley
West Jordan, UT

CEREBUS
By Andrew Higgins
Buda, TX

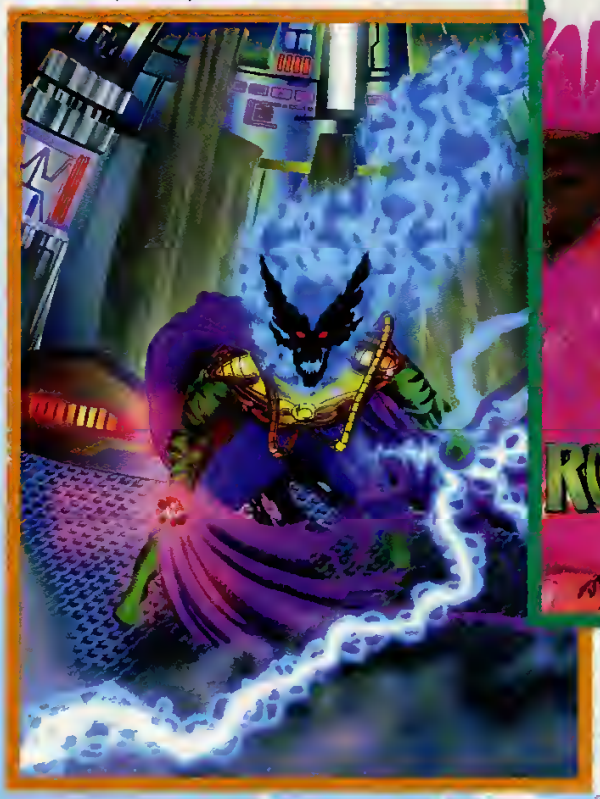


Cerebus™ & © Dave Sim

Death™ & © DC Comics

DEATH
By Heather Lackamy-Emmans
Lake Oswega, OR

HELSPONT
By Mark Sweeney
Bawmanville, Ontario, Canada



Helspont™ & © Angis Entertainment Inc. DBA WildStorm Productions

Rogue™ & © Marvel Entertainment Group

ROGUE
By Paul Dankanyin
Manhattan, KS

PREDATOR
By Gene Thai-Law
Middlesex, England

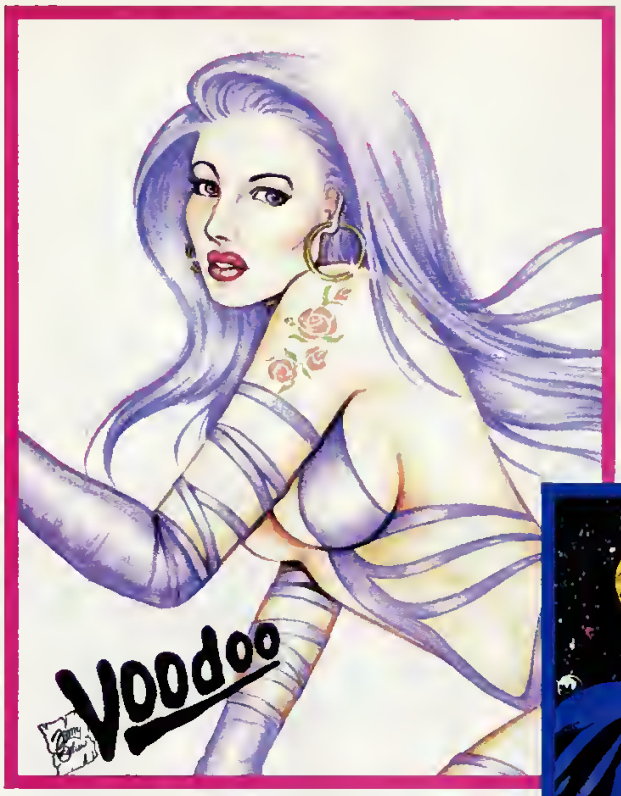
Predator ™ & © Twentieth Century Fox

LORD EMP
By Allen Manning
Las Vegas, NV

Lord Emp ™ & © Aegis Entertainment Inc. DBA WildStorm Productions

RIPCLAW
By Sherman McClain
Richmond, TX

Ripclaw ™ & © Top Cow Productions



VOODOO
By Jimmy Sakuma
Jakarta Selatan, Indanesia

Voodoo™ & © Aegis Entertainment Inc. DBA WildStorm Productions

DARKSEID vs. THANOS
By David J. Nable
Larain, OH

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STARMAN
By Joseph Wajcik
Yarkville, NY

Starman™ & © DC Comics

Entries for The Drawing Board should be sent to:
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c/o Wizard Press
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Congers, NY 10920-2064

Submissions can be on any form of unlined paper or posterboard, and can be in any medium (oils, crayon, line art, bloody finger, etc.). Neon inks will not print. Artwork must not be larger than 8" x 11-1/4". Do not fold, bend, or roll artwork. Mail flat to avoid damage. Please enclose your name and full address. All entries are nonreturnable and become property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Good luck!

Dredd Locks!

This summer, if you break the law, Dredd'll break you. So in an effort to keep you off the streets and out of trouble, *Wizard* has joined forces with a bunch of swell folks to bring you some of the coolest stuff from one of the summer's hottest flicks...free! Sponsored by *Wizard*, Acclaim and Edge Entertainment, this contest blasts butt!

Grand Prize (One winner)

One winner walks away with a rackin' Super NES video game system and a *Judge Dredd* video game for the SNES from Acclaim; a box of *Judge Dredd* movie cards from the hard-hitting Edge Entertainment set, as well as an uncut sheet signed by that Sly Stallone fella who plays Dredd in the film; a copy of the intense Judge Dredd cover edition of *Wizard* #47 signed by cover artist Simon Bisley; and 1,000 Spug credits from Edge Entertainment's Judge Dredd Spug set, redeemable for loads of wicked Dredd stuff!

Second Prize (10 winners)

Ten runners-up come away with a copy of *Wizard* #47 signed by Simon Bisley; 100 Spug credits from the Judge Dredd Spug set; a box of Judge Dredd movie cards from the Edge Entertainment set; and a *Judge Dredd* video game cartridge from Acclaim!

Third Prize (15 winners)

If you're a third prize winner, you get a box of *Judge Dredd* movie trading cards from Edge Entertainment!

QUESTIONS

1. What artist is famous for his work on the Judge Dredd comic?
2. What city is Dredd in charge of protecting?
3. Would Dredd approve of the death penalty?

Now, you wanna know how to get some of this awesome stuff. Simple: answer the three Judge Dredd questions (which should be easy if you know anything about the vicious Lawman) on the coupon below, fill out the rest of the coupon, toss it in an envelope or something and mail all that to:

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We'll randomly pick the winners from the entries with correct answers—simple as that! Kickin', huh? This contest expires August 31, 1995, so get moving...or ELSE!

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No purchase necessary. Contest is open to anyone except employees of Wizard Press, Collector's Edge, Acclaim, their immediate families and people who smoke in bed or near children—Dredd would be on your butt in no time! Print your name, date of birth, address, city, state, zip code, telephone number with area code and the answers to the three Dredd Questions on the official entry form, a standard postcard or a three-by-five-inch index card. Enter as many times as you like. Mail each entry to Judge Dredd Movie Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules hereof. If there's any actor we envy, it's Stallone. He's co-starred with so many babes—Sharon Stone (Oh!), Teri Hatcher (Oh! Oh!) and Estelle Getty (Oh.). All entries must be received at contest headquarters by August 31, 1995. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on September 1, 1995 by Wizard Press.

For a list of winners, available after September 15, 1995, send a stamped, self-addressed envelope to Judge Dredd Movie Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

All Judge Dredd characters ™ & © Egmont Productions.
Collector's Edge logo ™ & © Edge Entertainment.

ENTRIES DUE BY AUGUST 31, 1995!

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PHONE DATE OF BIRTH

ANSWER #1

ANSWER #2

ANSWER #3

CUT & PRINT

The comic insider's guide to Hollywood.

Starting next year, you'll be seeing Spawnie guy EVERYWHERE!!!!

SpaWning GrouNd

The latest from Tadd McFarlane is that fans can tentatively expect a Spawn sighting in multiplexes by the summer af '97. McFarlane said that New Line Cinema, which is making the film, has been shaating for a summer '96 release, but the deadlines invalved are a tad ambitiaus. "And *Spawn*'s nat really a Christmas mavie," he nated with a laugh. "Sa my guess is they're just ganna bump it a year." In the interim, Spawn addicts can get their fix fram a run af six haur-lang animated shaws planned far HBO next year. "It's gaing ta be mare mature than Saturday marning animatian," McFarlane said af the series. "Something that cauld maybe fit inta the *Tales fram the Crypt* slat."

The artist has enlisted same af the biggest names in the F/X business far the film. Directar Mark Dippé, effects supervisar Steve Williams and praducer Clint Goldman came to the praject fram George Lucas' Industrial Light & Magic, bringing with them experience an films like *T2* and *Jurassic Park*, nat ta mentian Williams' recent Oscar naminatian far *The Mask*. (Sharp-eyed TV viewers alsa may have caught the team's wark in a cammercial for McFarlane's Todd Toys that aired in March and April). "My New Line contract is binding anly if these guys are attached ta *Spawn*," McFarlane said. Because this is the tria's first big shat at making their awn mavie, he added, "I knaw they're gaing to spend day and night trying ta get mare aut af it. If we anly get a $25 millian budget, they'll make it laak like $40 millian."

With sa much ancillary Spawn activity afaat, dan't look far McFarlane ta be migrating fram his original book anytime soan, Greg Capulla ar na Greg Capulla. "I'm pretty cantent at this paint ta stick with Spawn," he said. "I want ta create my Mickey Mause before I warry abaut Danald Duck."

—Tam Russa

nine lives for CatwoMAn movie

Ward is that there is still talk af a Catwaman flick. Michelle Pfeiffer, wha partrayed the warld's mast famaus feline in *Batman Returns*, said, "I'd definitely be interested in bringing Catwaman ta the screen again if they cauld came up with a good script. I like that she's really tough. I think she gives wamen a certain power." And haw. Interestingly, the Catwaman film wauld probably be dane withaut even a hint af Batman. As far plat ideas, Pfeiffer turned steely. "All I knaw is that Catwaman has nine lives; she cauld get herself in and aut af lats af trauble."

—Cindy Pearlman

CarRey is maSked mAN

Wha is that "Mask"-ed Man? Why, it's Jim Carrey, wha is simply giddy with the $10 millian he's getting to do a sequel to *The Mask*. When asked if he thought there would

Spawn is a registered trademark of Todd McFarlane Productions. Spawn © Todd McFarlane Productions.

be a sequel, Carrey adopted his best Ace Ventura pose and said a whopping, "Duh."

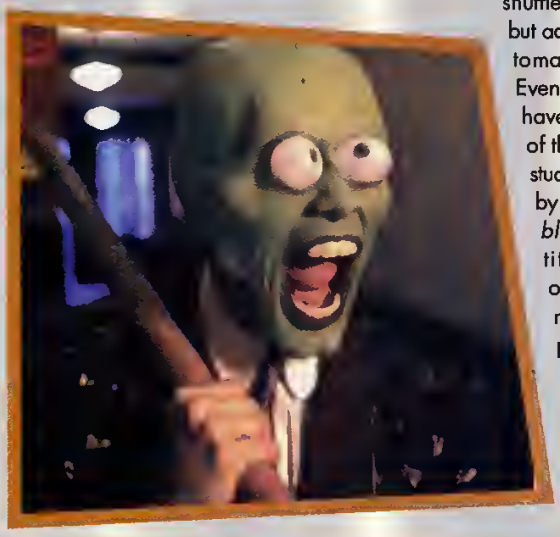
Upon further contemplation, he went on to say, "It's weird how this movie connects with people, because in many ways we all wear masks. Or maybe it's just that everybody liked that really cool dog in the movie. Who am I to know?" Based on the Dark Horse comic of the same name, the sequel will be filmed later this year.

—Cindy Pearlman

Liefeld plays the Hollywood Game

Did someone say Image Comics creator Rob Liefeld is pumped about the *Prophet* movie deal he and TriStar Pictures recently finalized? Serious understatement. As the Image Extreme-ist himself more colorfully summed up, TriStar is intent on making "a big-budget-kick-oss-blow-out-the-back-of-the-theater movie."

Although the studio had yet to hire a screenwriter when the agreement was announced in late March, plans call for the film to stick to the comic book series' first-year plotline.



Movie theaters will be "Masked again" soon.

Liefeld, who will serve as producer, reportedly received a cool high six-figure fee for his story pitch. *Prophet*'s budget won't be too shabby either, Liefeld says—$40 to $60 million is the price tag attached at present. "And you know," he added with a grin, "that'll turn into 70 to 80 somewhere along the line."

While Liefeld's Hollywood Prophet-cy of big things to come may yet be fulfilled, the property that landed him his first movie deal, *Doom's IV*, could use a recharge, at least in terms of the actual film's production. And, curiously, this summer's *Mighty Morphin Power Rangers* movie just might provide the necessary spark. Liefeld became the proverbial flavor of the month when he sold *Doom's IV* to Steven Spielberg's Amblin Entertainment in early 1993, a full year and a half before the book ever hit the stands. The filmmaker's interest was so keen, there was even talk that he would write the comic's first issue. But Spielberg's attention gradually turned to other matters (notably, the recent launch of his new DreamWorks studio), and *Doom's IV* has since ended up gathering quite a bit of dust.

Liefeld acknowledged that the Amblin shuffle hasn't helped his project, but adds that the inertia is symptomatic of another problem: Even though superhero teams have long been a cornerstone of the comics medium, movie studios aren't exactly dazzled by them. The fact that *Youngblood*, Extreme's flagship title, still hasn't been optioned for screen treatment is a case in point. "To pull off *Doom's IV* right is going to be costly, more so than *Prophet*," Liefeld said. "And agents tell me all the time: 'You can sell single characters to the stars. Stars want to play 'em. No star wants to share in a team movie.' It's crazy, but it's the game you have to play."

Liefeld is betting that his friend, *Power Rangers* director (and *seaQuest* vet) Bryan Spicer, is going to change Hollywood's thinking. "Not counting the Ninja Turtles, this is the first movie where there's a group of six, seven individuals with superpowers—and it looks *spectacular*," Liefeld said. "I tell Bryan, 'The hopes of the entire comics generation are riding on you.' Because that's how this town thinks: 'Power Rangers. Kids. Superheroes. Team. *Worked*. Let's make 10 of 'em.' And then everybody gets to line up and take their best shot." Are you listening, Mr. Spielberg?

—Tom Russo

Michelle Pfeiffer wants to don the Catwoman leather again if the script is right.

Venom on the big Screen

With a résumé that includes script adaptations for half of Marvel Comics' Midnight Sons line of titles—*Ghost Rider*, *Blade* and *Doctor Strange*—as well as a Nick Fury TV pilot, David Gayer has emerged as Marvel's screenwriter laureate over the past couple years. Now, as part of a deal Marvel is still keeping under wraps, Goyer will soon be burning up his PC keyboard with a live-action *Venom* feature.

"The movie, for obvious reasons, has to be divorced from *Spider-Man*," the writer says, alluding to the Web-Slinger film that writer-director James Cameron is planning independent of Goyer's project. "But it will involve Venom and Carnage, and to some extent the planet where the symbiote originally came from. In some ways, it might be more fun even than doing a Spider-Man movie, because Venom's not really a hero. You can have him do all the things that you can never have Spider-Man do."

Still, as in Marvel's *Venom* solo shots, this euphemistically recast "lethal protector" will have something akin to a sympathetic side. "Once the symbiote gets on Eddie Brock, the story will be a real struggle, kind of the way [David Cronenberg's remake of] *The Fly* was," Goyer says. "There were certain things which that character's transformation did that he recognized made him better, stronger, faster. But at the same time, he realized it was making him more aggressive—he was becoming a monster. That's what we'll be playing with in Venom."

—Tom Russo

Catwoman and The Mask photos courtesy of Everett Collection. CATWOMAN ™ & © DC Comics. THE MASK ™ & © Dark Horse Comics.

What does Venom have in common with the film, *The Fly*? Find out in his own movie.

thE cRoW CAWS twiCE

Another David Gayer news "flash": he will not be writing a new *Flash Gordon* movie for *Batman* producer Peter Guber, as was widely reported in the Hollywood trades early this year. Instead, the writer has been busy scripting a sequel to *The Crow*, which figures to go into production within the next couple of months. (Also contrary to widely published reports, Jon Bon Jovi will not take over the lead from deceased star Brandon Lee, although the desperado rocker apparently did express interest. Producer Ed Pressman's office was all zipped lips about the film's casting at press time.) "The character is not going to be Eric Draven," Goyer says. "Nobody wants to sully Brandon Lee's memory, so we went in a completely different direction. My feeling in coming onto the project was that the Crow is more like a mantle—there were Crows before Eric, and there will be Crows after. Because this is more than just a bird, obviously. It's a force."

—Tom Russo

RaZor BuRn

Hoping to capitalize on the success of *The Crow*, producer Jeff Most has taken a double dip into comics, optioning the screen rights to both Everette Hartsoe's antiheroine Razor and the new series by Crow creator James O'Barr, *Gothik*.

"The Crow brought in a different kind of film audience," declares producer Most. "An audience looking for something new, fresh and edgy. I feel Razor and Gothik will draw on the same kind of audience that was there for *The Crow*."

The Razor film will be scripted by Crow scripter John Shirley. According to Most, the script "will stick close to the comic book character, but there will most likely be some embellishing to make it work as a movie." There is no director or stars connected to Razor, although Uma Thurman and Liv Tyler have been thrown into the speculative mix. Most says that it is unlikely that the film will go into production this year.

Creator Hartsoe says, "I'm trying to keep a level head about the whole thing, but I'd be lying if I said I wasn't excited."

Gothik, O'Barr's title to be published by Dark Horse, will also be scripted by Shirley and, according to Most, "should move along very quickly." Most, finally, would not comment on the Crow sequel beyond the fact that "it is pushing ahead."

—Marc Shapiro

OF miCE And mARVEL

The Marvel Action Hour has been renewed for next year under the expanded title of *The Marvel Action Universe*. The series will expand to 90 minutes, and the last half hour will consist of *Biker Mice from Mars*, which will be taken out of its existing strip. A whole new production team is being brought in to revamp the look of the show. If the series gets picked up the following season, *Biker Mice* will be removed and another show, possibly starring other Marvel characters, will be put in its place.

—Dave Galvan

DaRk hoRSE fiLmS iN deveLOPMeNt

On the Dark Horse front, along with the aforementioned *The Mask II*, *Barb Wire* started filming in May, with *Baywatch*'s Pamela Anderson starring. Two original projects are in development with Universal: *Church League* and a fantasy called *Al and Gene*, created by Mike Richardson and Mark Verheiden.

—Dave Galvan

OuttAKes

From Hell—a painstaking reconstruction of the Jack the Ripper murders written by Alan Moore and drawn by Eddie Campbell—could be headed to the big screen, courtesy of Oliver Stone and Touchstone Pictures....French comics creator Jean "Moebius" Giraud has signed an option/purchase agreement granting selected rights to his comic book story, *Rock Story*, to Blue Turtle, Inc., a Hollywood-based production company. Writer Randy Lofficier has written a film treatment for the project. *Rock City* is one of the stories collected in the Epic graphic novel *Moebius 6: Pharagonesia*. It is scheduled to be reprinted in the comic book format by Dark Horse Comics in 1996....The Warner Brothers Network is looking at the possibility of bringing *Shazam!* to television next season. The basic idea is Superman meets *The Wonder Years*; i.e., a small child is thrust into the body of a superhero called Captain Marvel. There are currently discussions about including appearances by famous Capt. Marvel villains. ☆

London Night Studios' Razor can't wait to slice up the big screen.

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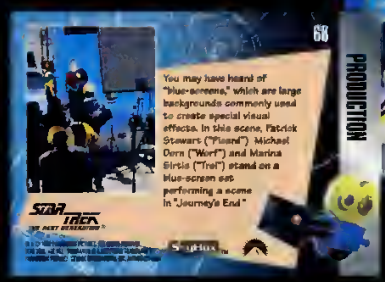

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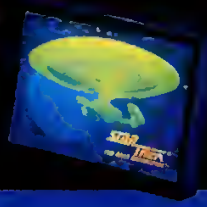

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NEW KID ON THE BLOCK

17-year-old comic artist Trent Kaniuga is on the road to comic stardom—after he finishes his homework, of course

By Marc Shapiro · Photos by Gary Hannabarger

"I WAS SITTING AROUND ONE DAY TRYING TO DECIDE WHAT TO DO WITH MY LIFE. IT WAS LIKE, 'WELL, I'M BORED. I GUESS I'LL DRAW SOME COMICS.'"

Koniuga's the biggest fish in the high school pond—now ready to swim with the big boys.
Inset: Koniuga's *Creed*.

It's the main reason kids join rock bands. But da youth in heat pick up o pencil ond put it to paneled page to get the babes? "Oh, please!" respands Trent Koniugo.

"Yeah, oll the wamen aut there ore looking for a comic book ortist," chuckles the 17-gaing-on-18-year-old wunderkind. "It's not something you wolk up to o girl you like and soy, 'Look whot I did.'"

Well, the girls may nat be turning their heads, but the comic book universe is definitely sitting up ond taking natice of the Elkhort, Indiano teen who, thonks ta his surreolistic comic book creatian *Creed*, has made the jump from the smolltawn publisher, Holl of Heroes, to the independent big brather, Lightning Comics. Koniuga, fresh from a hard doy ot the office (i.e., school) ond just befare hitting the books, appears unfozed by his grawing reputation os the Doogie Hawser of the comic book warld.

"Doogie Hawser?" he loughs. "Yeah, I guess you could soy thot. Peaple keep saying thot I'm awfully young to be daing this. But I'm only 17, sa I guess thot's young."

Koniugo's story is oll the mare omozing because the ortist did not begin drawing until oge 12. As far his comic book upbringing, Koniugo says it wos neorly non-existent.

"I didn't know obout comics as o kid," he recolls. "Yau have to go to a real comic baak store to reolly see what's aut there, ond the only saurce af comic books growing up in Elkhort wos the local gracery store. At the time, there were only four ar five artists out there who were daing onything spectaculor, and those books weren't an the shelves for me here."

But drawing wos olwoys something Koniugo wos good at, and ane doy, he mode a fateful decision. "I wos sitting araund one day trying to decide what to do with my life. It was like, 'Well, I'm bored. I guess I'll drow some comics.' Sa I sot down, looked at an old Spider-Mon camic and just storted drowing. As soon as I storted reoding them, I wonted to drow them. This is whot I would have ta da ar go insone."

Beyond having o burning desire to work on the Teenage Mutant Ninja Turtles, Kaniuga admits to having hod "no idea haw ta get into the business." But Koniugo gat lucky when a friend af his, who had gane to work far hametawn publisher Holl of Heroes, wos asked by the publisher if he knew of ony other local tolent.

Koniuga, at the time, was playing araund with an ariginol creotian called Deodbalt, which he describes os "o reol cheesy thing which wos yaur typical tights-and-superhero thing." But the Holl of Heroes hancho wos impressed enough with his Deadbolt drawings to give him free reign ta create his own book for the campany. Logic dictated thot you wotusi with the creatian that got you to the dance. But Koniugo decided to chonge portners.

"I was getting real bored with Deadbolt. He wos too narmal,

CREED and all artwork and characters ™ & © Trent Koniugo

too much of o cliché. I had all these ideas, but I didn't have o hero. So I sat dawn and drew myself in the form af a lang-haired camic book character named Creed, drew him inta a dream world, ond things just started ta unfold."

Kaniuga's take on Creed and his constont battles in the dream warld, based an the first two issues, is a free-farm, somewhat surrealistic exercise in the power af dreoms ond imaginatian. "Creed is just a narmal kid with on insone imoginotion. And when he gets thot imaginatian gaing, he gets tatally crozy. And he's up against a villain fram a nightmore world wha is trying ta run unreality inta reality. Sa just about onything can happen."

Kaniuga claims he "was just having fun with it" during the faur manths of wark that went into the first issue af *Creed*. "My attitude was that if anything was like samething I had seen in other books, then I wasn't gaing ta use it." With the secand issue, "I was on a much mare stressed deadline."

The first issue af *Creed* came aut in December 1994 and sold out its initiol run of 7,000 capies. The secand issue came aut earlier this year. But in between issues, Kaniuga discavered thot "o lat of peaple out here were sort af hearing abaut me." One was Lightning Camics, which stepped in, taak aver publicatian af the creator-owned *Creed*, ond is re-releasing the first twa issues as the vanguard af o prapased eight-issue initial run.

Needless ta say, Koniugo's notoriety hos fallawed him to schaal. "It used ta be like, 'Yeah, Trent's gaing ta da samething.' Naw, they sart af mean it, and I kind af like the attentian when it's positive."

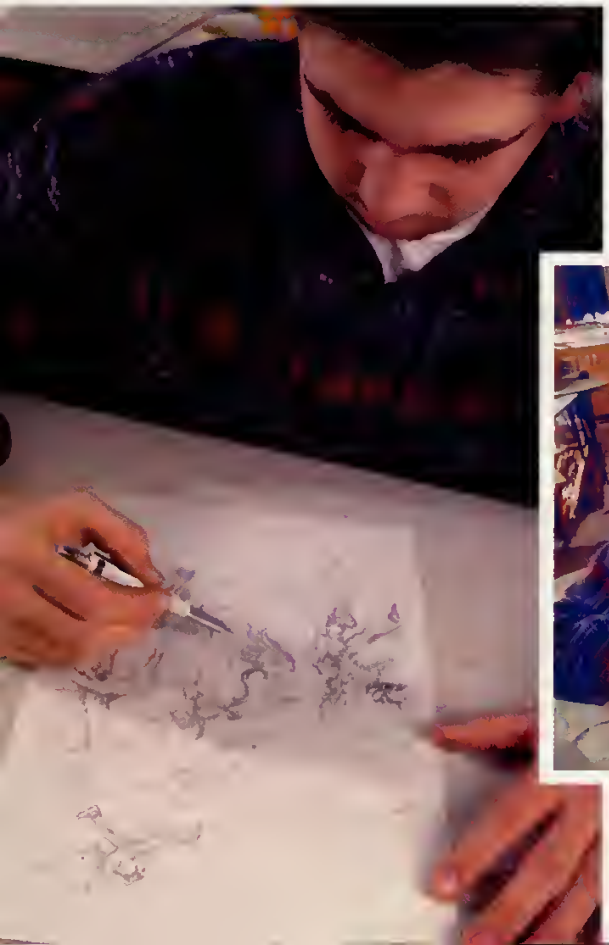
Kaniuga is, by his own description, "not yaur typical comic book persan." He has willingly given away his originol ortwork to whoever has requested it and makes na banes obout comics being used and abused, rather than stared in plastic. "My ottitude is: I draw the pages ond they go to print. I want to see the book aut. Far me, that's where the joy of comics cames fram; nat fram hanging the pages an the woll ond saying, 'Look what I did.'"

Trent is currently making tentative plans for a camic book future. He recently gave up his part-time jab packing groceries becouse "I tried the whale day job thing and I was gaing nuts." Fallawing grodvotion, he is going ta open a studia with some of his hometown friends and attempt ta get same nan-*Creed* wark aut af Lightning. "A couple of yeors dawn the raad, I'd like to ga ta the Jae Kubert school ond leorn haw to do this the right way."

Kaniuga has canvinced his porents thot comic books con be profitoble, and so they've stapped trying ta canvince him that being a TV repairman might be his road to riches. But money is definitely on this future star's wish list.

"At this paint, I'd lave a page rate," he laughs. "I wauld kill far o page rate." ☆

Marc Shapira, wha wrote Wizard #43's Star Trek article, hapes he'll one day be, ar spawn, a pradigy.



At top: The cover from the "original" *Creed* #1 published by Hall of Heroes. Left: Trent hard at work in English class. Above: Using the latest technology.

Wizard Online

THE COMIC BOOK UNIVERSE IS ABOUT TO ENTER CYBERSPACE

Yeah, we've been following this computer **ONLINE STUFF** for quite a while now. You know—trying to figure out if we should put *WIZARD* online or not. So we figured, **"WHAT THE HELL?"** and took the plunge. Starting this May, you'll be able to read *Wizard* via **AMERICA ONLINE.** That's right, we're officially in **CYBER-SPACE** (scary thought, eh?). You'll get all that **GROOVY** stuff you expect out of *Wizard* plus a whole bunch of stuff you've never seen before. What exactly? Beats the hell out of us, but **TRUST US**—it will **BLOW DOORS** off anything else you've ever seen in cyberspace. Promise.

Wizard World. Key word: Wizard.

Coming in late May. Plug in.

Stay tuned for ordering information.

AMERICA Online

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BATMAN FOREVER FOR EVERYONE!

Bat-mania is once again sweeping the nation (thanks to June's *Batman Forever* movie), and now, like before, you either have to get some cool Bat-stuff or be considered a mort. So, in an effort to make you as un-mortish as possible, without you having to spend all kinds of bucks picking this stuff up, your *Wizard* friends have teamed up with some good folks to give you loads of free stuff! This awesome contest's sponsored by *Wizard*, Fleer, Acclaim and DC Comics! Whatta crew!

Grand Prize (One winner)

One hatshat wins an SNES game system and a *Batman Forever* game cartridge from Acclaim; an uncut *Batman Forever* Metal press sheet signed by one of the artists, as well as a complete set of *Batman Forever* cards (including chase cards) from Fleer; and this essential, must-have bunch of classic Bat-books from DC: *Batman: Vengeance of Bane*, signed by Chuck Dixon, the *Batman: Sword of Azrael* trade paperback, signed by Joe Quesada, the *Batman: Venom, Batman: Birth of the Demon, Batman: Ten Nights of the Beast, Batman: A Death in the Family, Batman: Gothic, Batman: Full Circle, Batman: The Last Angle, Batman vs. Predator: The Collected Edition, Batman: The Cult, Batman: Knightfall* and *Batman: Greatest Stories Ever Told* trade paperbacks, and the Batman: "KnightsEnd" and Batman: "Troika—The New Era of Batman" Collector's Sets! (Whew!)

BAT-BOOKS

BAT-VIDEO GAME

Second Prize (10 winners)

Ten runners-up take home a *Batman Forever* video game cartridge from Acclaim; a copy of DC's *Batman Forever* Prestige Format movie adaptation comic; and from the Fleer *Batman Forever* Metal card set, an uncut Metal press sheet and a complete set of chase cards.

And how do you win all this keen stuff? Simple. All you gotta do is fill out that official *Batman Forever* entry coupon below, jam that bad boy in a stamped envelope and mail that critter off to:

***Batman Forever* Contest**
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

This contest expires August 31, 1995, so move it or lose it!

WIZARD® DC® FLEER Acclaim entertainment inc

SAME BAT-TEXT, SAME BAT-COPY

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Fleer, Acclaim, DC Comics, their immediate families and any of them Hollywood weasels who wanted them cyborg killer penguins from *Batman Returns* back in *Batman Forever*. Print your name, date of birth, address, city, state, zip code and telephone number with area code on the official entry form, a standard postcard or a three-by-five-inch index card. Mail each entry to Batman Forever Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules hereof. Is it just us, or does Chris O'Donnell look a little butch as Robin? All entries must be received at contest headquarters by August 31, 1995. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on September 1, 1995 by Wizard Press.

For a list of winners, available after September 15, 1995, send a stamped, self-addressed envelope to Batman Forever Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

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BATMAN FOREVER CONTEST

ENTRIES DUE BY AUGUST 31, 1995!

NAME

HOME ADDRESS

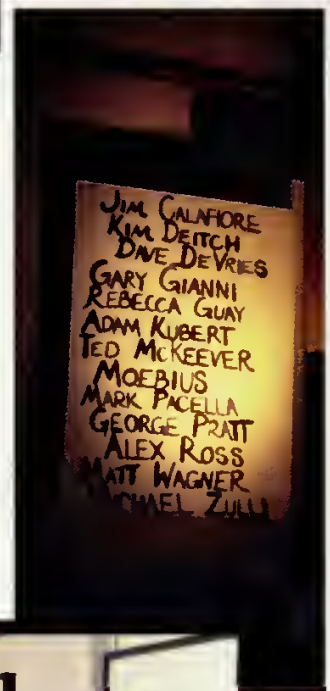
CITY STATE ZIP

PHONE ( ) DATE OF BIRTH

No Cover

By Jack Curtin
and John B. Lacey
Photos by Matt & Brad

Four Color Images gallery starts its third season by showcasing sequential art by popular artists



Its mission is a simple one: to sway public opinion that comic book art is art in the truest sense. And if one isn't convinced of that after entering the doorway of the Four Color Images gallery, where a striking pair of Matt Wagner Grendel paintings hook into one's natural radar, then nothing will.

Wagner's work, taken from his Grendel Prime backup stories in Dark Horse Comics' *Grendel Tales*, is but an appetizer to the other works awaiting inside. It's all part of the gallery's "No Cover: The Art of Storytelling" theme where the comic art gallery will exclusively feature interior sequential comic art, which began April 24 and runs through June 10. Based in New York City, FCI is celebrating its third season devoted to comic book original art.

Among the other treats being showcased in classy glass frames are four lush black and white wash paintings from Alex Ross' eight-page segment in Vertigo's *Sandman Mystery Theatre Annual #1*, a sampling of Adam Kubert art taken from *Weapon X #1* and *Wolverine #79*, three pages from *Force Works #10* by Jim Calafiore, George Pratt art from the *Sandman Mystery Theatre* annual, and three pages from *Doom IV #3* done by Mark Pacella, as well as work from eight other artists.

Also displayed in the mix is the controversial superhero satire by Moebius, "B*tm*n vs. Depressman." When the eight-page story—originally commissioned for a Batman anthology—was rejected by DC Comics, Moebius altered the strip slightly and it ran in *Penthouse Comics #7*.

The gallery is owned by Ken and Laura Sanzel, who opened in a Manhattan SoHo loft two years ago but recently moved to a street level location at 32 Watts Street. "We are committed to representing the wealth of variety—both in content and in presentation—that exists in the comics medium," Ken says.

"Comic books, and their art, are no more limited than any other storytelling form." ☆

Jack Curtin is a regular contributor to Wizard, *he also wrote this issue's "Byte Me, Fanboy" on page 90. John B. Lacey is just a big weenie. Matt & Brad are the company art-boyz. For more info on Four Color Images, call the gallery at (212) 431-4234.*

It's like a real art museum, only fun!

Byte Me, Fanboy

With the increasing popularity of computer online services, comic fans are sharing their views with fans around the world By Jack Curtin

User A: Todd McFarlane rules. The art he's doing on SPAWN kicks butt!

User B: Are you nuts? He's never come close to doing anything as good as he did when he was doing SPIDER-MAN.

"This place," says Doug Pratt grandly, "is like a comics convention that never stops, where everybody shows up sooner or later and where your feet never get tired."

Pratt is talking about his comics empire on the CompuServe Information Service, the oldest and one of the most popular of the several online computer services which are increasingly used by millions of people around the world. As owner of the Comics & Animation, Comics Publishers and Comics On Line forums, Pratt is host to more than a thousand daily visitors, fans and professionals alike, who gather in cyberspace to exchange information, comment on the latest releases or just enjoy the company of others who share an affection for comics.

Forums are electronic gathering places on commercial bulletin boards such as CompuServe, America Online and Prodigy (three of the largest and most known), where men and women with shared interests can get together at any hour of the day or night, either by chatting in "real" time or by exchanging electronic messages, which are posted in order to be read the next time the recipient logs onto the system. Pratt's original Comics & Animation Forum has proven to be one of CompuServe's most popular and active cybersites month in and month out, allowing his expansion over the past 12 months to two additional locations. One location provides a place where fans can talk directly to representatives of most of the best known publishers in the industry. The other, just recently opened, provides a platform for the electronic publication of creator-owned properties (most of which have also appeared or will appear in more traditional print versions).

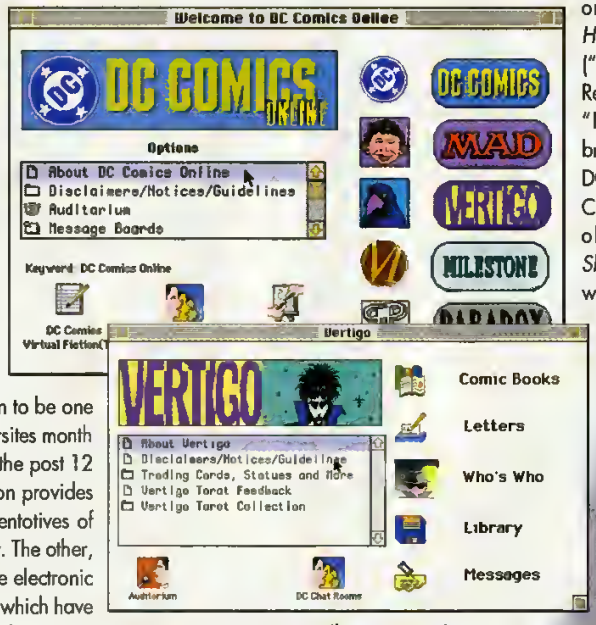
User A: Why did Joe Quesada stop drawing monthly comics??? I just can't handle a bi-monthly wait for ASH!

User B: Aw, the heck with that guy! Why not get a monthly dose of Andy Kubert on X-MEN instead?

DC Comics Online

DC Comics Online was launched on America Online during the San Diego Comics Convention in August 1994, with live chats from the convention floor with creators Dan Jurgens and Grant Morrison. It is about as complete a single-company information resource as you're ever likely to find, including sections devoted to the DC Universe, Vertigo, Paradox Press, Milestone Media and *MAD* magazine. You'll even find graphics libraries featuring the covers of recent and forthcoming titles, as well as a number of other DC goodies.

Weekly hour-long "chat sessions" are hosted by *Detective Comics* editor Scott Peterson ("The Gotham City Chat Hour"), *Green Lantern* editor Kevin Dooley ("The Green Room"), Vertigo editor Stuart Moore ("The Vertigo Hour"), *Wonder Woman* editor Paul Kupperberg ("The Wonder Woman Chat Hour"), various Milestone creators ("Dakota Nights") and the *Legion of Super-Heroes* creative team ("Legion Headquarters"). Regular live sessions in the "DC auditorium" have brought fans such guests as DC executive editors Mike Carlin and Karen Berger, along with *Power of Shazam!* writer Jerry Ordway and actor John Shea, who plays Lex Luthor on ABC's *Lois and Clark: The New Adventures of Superman*.



DC also introduced one of the most innovative online services yet for comics fans when they added DC Comics Virtual Fiction to their AOL lineup this spring. Writer Joe Edkin, a specialist in interactive storytelling, is doing original online stories starring DC characters, employing suggestions and plot twists from fans. The first storyline, featuring Batman—selected from a vote by AOL members—began on April 14. The first of a series of weekly "chat sessions," in which fans offered ideas for the next chapter, followed two nights later, a pattern that repeats weekly.

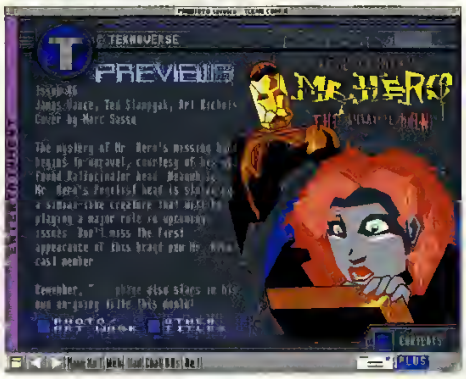
User A: So John Byrne says he'll stay on

WONDER WOMAN for a year. Can anyone say "DANGER UNLIMITED"? I give him five months, tops.

User B: Hah! I hope he stays longer, though. WW could use 'im.

Tekno•Comix Forum

The Tekna•Camix Farum, which was launched an Prodigy last October, is currently in the process of evalving, reflecting a response to member interests and on angaing upgrade of the Prodigy system itself.



"We chose Prodigy because it was the largest anline network," explains Tekna founder and CEO Mitch Rubenstein (wha also created coble television's Sci-Fi Channel), "and I like ta believe that we will be a leader in the way farums will evalve. We are trying ta make the Tekno•Camix Forum o ploce which is exciting, visually stimuloting and great fun ta visit, an experience similar ta what ane might find an MTV."

An early innovotion here wos the presence af Neura Jack, o "digital fugitive" wha stars in an angaing staryline and regularly interacts with forum users. Cantests and interoctive gomes ore onother staple. Live chat sessians with creatars should be initiated about the time this sees print, says Denise Treco, Tekna's directar of public relations, "because we have found thot informotion about the people behind aur books seems ta be af great interest ta aur fans. Our series af interviews and canversations with creotors hove been our mast popular features sa far."

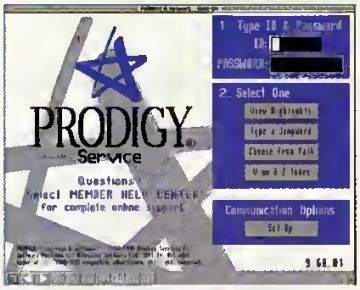
User A: How come it says "NEIL GAIMAN'S MR. HERO" and Gaiman doesn't even write it? It's a scam and a load of b.s.!

User B: And Tekno's launching more books with the Gaiman name attached to 'em, and he ain't writing any of them.

GETTING THERE... By Jack Curtin

● America Online. (800) 827-6364 for sign-up information and free software. You get 5 hours of onlne time monthly for the $9.95 base fee, pay $2.95 an hour after that. Log on, select "Newsstand" from the Main Menu, then double click on OC Comics Online. You can also select "Clubs & Interests," then "Science Fiction & Fantasy" and "Star Trek/Comics/TV/ Star Wars Boards" to get to the general comics forums (DC Comics Online is also accessible from here).

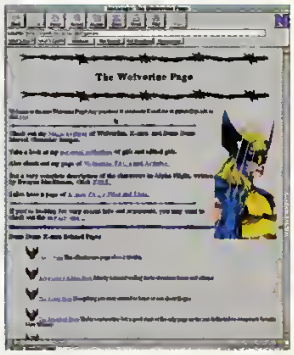
● CompuServe. (800) 524-3388 for sign-up information and free software. $9.95 monthly fee provides unlimited access to 100 basic services, there's a $4.90 hourly fee (billed in one minute increments) for access to forums or other extended services. Just about the time this sees print, an improved access system should be in place which will enable you to just type "Go Comics" and reach a menu offering a choice of the Comics & Animation, Comics Publishers or Comics On Line areas.



● Prodigy. (800) 776-3449 for sign-up information and free software. $9.95 monthly fee for 5 hours basic access, $2.95 an hour after that. Hitting the "J" (or "Jump") key and typing "Tekno" will take you to the Tekno•Comix Forum.

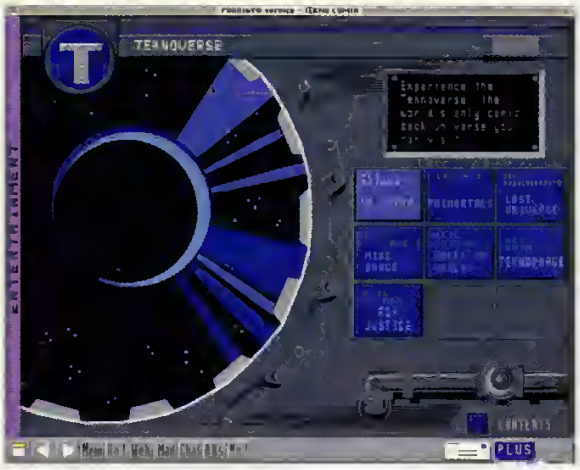
● GEnie. (800) 638-9636 for sign-up information and free software. $8.95 monthly fee covers 4 hours non-prime time access (before 8 a.m. and after 6 p.m., plus weekends and holidays), $3 hourly after that. There's a surcharge if you want to go onlne in prime time. "Go Comics" gets you to the Comics Roundtable.

● The Internet. The Internet is *way* too complex to explain here. You can gain access through local bulletin boards or access numbers at varying prices and with varying degrees of accessibility. If you're in college, or near one and know somebody, you can probably get on for free. Once online, and after you've figured out how to navigate, a good place to start is Comics-L, a "moderated comics list" (which means that moderator Bill Hayes digests all submissions and forwards them to subscribers). Send the message "subscribe COMICS-L Firstname Lastname" ("Firstname Lastname" is your name) to LISTSERV@UNLVM.UNL.EDU. Trust me, all this will make sense once you've learned the 'Net and its strange conventions. ●



Opposite: Some of OC's offerings on America Online
Above and next page: Check out Tekno•Comix on Prodigy.

All screen-out and logos are ™ & © their respective owners



Caught in the 'Net

There are other general-interest comics forums serving fans, as well. Two of the most popular are the comics sections in the Science Fiction & Fantasy area of America Online, and the Comics Roundtable, on the smaller, lesser-known GEnie bulletin board.

The majority of communication at all these locations, and the various comics news groups on the Internet (see sidebar), are conducted in "bulletin board" fashion. Someone posts a message for others to read and respond to. Increasingly popular, although far less manageable, are "chat" sessions. These are live, "real time" group discussions in which participants madly type in their responses to other comments. The first of these approaches allows for exchanges which can be insightful and thought-provoking at best, but are all too frequently slow and plodding. Chats, which often sink into almost incomprehensible babble, do have the charm and appeal of uncensored, free-wheeling conversation.

Selecting the spot where you might comfortably hang your electronic hat is, obviously, a matter of individual taste and choice. Many comic enthusiasts who have online access, agree that CompuServe provides the most useful, informative and agreeable overall comics hangout anywhere. On the down side, it's also the most expensive of the big three commercial services. Still, forums there attract the greatest number and variety of professionals, so you can expect to get an answer from Neil Gaiman or Peter David themselves.

Next door in the Comics Publishers Forum, the presence of representatives from Marvel, Image, Malibu, Dark Horse, Acclaim, Fantagraphics, Archie, Kitchen Sink and lots of others (creators and folks from DC and Tekno pop up there as well), makes it the place to go to get questions answered (even if those representatives make very sporadic appearances in some instances).

But it would be silly to argue that a dedicated DC fan might not be better served on America Online, where live chat sessions often yield inside information unavailable anywhere else. Plus, AOL has the simplest and best graphics capabilities at the moment and is possibly the easiest system to use overall. Also, a certain comic book magazine we all know and love will be available there soon (see sidebar).

User A: Good thing Marvel's canceling all their crappy books to concentrate on the good ones.

User B: But I liked DARKHAWK! Why not cancel SABRETOOTH CLASSICS? They sucked the first time around.

On the Line

What all these electronic forums offer, to one degree or another, is an opportunity to become more involved in the comics community, to have access to more and faster information than ever before and to occasionally talk directly with a favorite professional or two.

Newcomers should understand going in that most forums accurately reflect the nature of comics today. New titles appear every week and most of them, for better or ill, are superhero books. Most forum exchanges fall into the same pattern. But there is more to it, for those willing to look. Yes, there's a lot of talk about Superman and Green Lantern and other superheroes on DC Comics Online, but there are also the Vertigo and Paradox discussion threads. Also, such small press books as Bone, *Stray Bullets*, *Strangers in Paradise* and *Jar of Fools* arguably owe some of their success to the favorable mentions they garnered in online conversations. Many small press publishers are particularly active online, taking advantage of the ability to reach a vast array of potential readers both economically and efficiently.

And Pratt sums things up this way: "Because I'm on independent, I may always be a little faster on my feet than either DC or Tekno in making adjustments. I can do more deals with more different people and [I'm] not tied to a corporate structure. On the other hand, what they're doing is pretty neat, too, and they have capabilities I don't have, precisely because they do have corporate backing. Our joint aim should be to promote all comics, and then we'll all thrive."

The bottom line? Come on in, the ether's just fine. ★

Jack Curtin's work can also be checked out on page 54 with his Roger Stern interview. Otherwise, go play Maximum Carnage or something. [EDITOR'S NOTE: Computer ID names or accounts have been altered to observe online privacy concerns and issues.]

WIZARD JOINS AMERICA ONLINE

In early June, *Wizard: The Guide to Comics* officially launches "Wizard World," an interactive comic book forum on the America Online computer service.

AOL users will be able to read many *Wizard* news and feature articles, as well as many of the magazine's popular sections such as Magic Words, Picks from the Wizard's Hat, E.G.O. and the *Wizard* Comic Book Price Guide! The forum will also feature online exclusives, including special articles and contests, all complete with flashy graphics.

"Wizard World has been developed for high interactivity," says *Wizard*'s Online Editor Buddy Scalera. "Fans will be able to communicate with *Wizard* editors and writers, as well as fellow comic fans."

Online conferences with top creators will provide further interactivity for fans.

"Wizard World is a natural extension of the open dialogue we have with our readers," says Wizard Press President Gareb Shamus.

Wizard World is available only on America Online. Just type Keyword: Wizard and you're there! *Wizard*'s e-mail address is WizardTGTC@AOL.COM. For a free 10-hour trial of America Online, call (800) 225-5591.

—Tim Pinting

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TOYING around • around • around • aroun

WITH SEAN AUNE

Go, Go, Power Rangers!

Bandai has some tricks up its sleeves this year as the company returns with the ever-successful Mighty Morphin Power Rangers toy line. The Rangers'll be hitting the big screen this summer with a full-length feature film, sa with all the Power Ranger merchandise an the market, you'll be lucky if you don't ga calar blind before summer's end! The big Morphin movie will be showing off plenty af new vehicles for the Mighty anes, alang with some new bad guys far them to take on.

There will be six new 8-inch figures of the Power Rangers which will all have a shiny metal look to them. These will, of caurse, be the Black, Blue, Pink, Red, White and Yellaw Rangers. (What, na mauve?) Each of these will come packaged in the familiar triangular bax style, but with new artwork on the exterior of the package. They will also include a lightning balt temparary tattaa. (Dan't worry, they wash off pretty easily, so your mams wan't have ta make any nasty phone calls.)

For smaller action, you'll be able to get the mavie versians af the Pawer Rangers in a 5-and-1/2-inch tall farmat and each will include a special Pawer Cain. The bad guys will alsa be appearing in this size with some familiar faces and a bunch a' new anes as well. Be an the laakaut far the evil Lard Zedd, his henchman Mardant, Queen Tengu who will be leading the new Tengu Warriars' Putty Patral, and finally Ivan Aaze.

The movie will also feature new Zards far all af aur favarite characters. Prepare yourself for the power of the new Ninjazard. This vigarous new Zard is, of caurse, made up af individual vehicles which are Pink Ranger's Crane Ninjazard (head), Red Ranger's Ape Ninjazard (right arm), Blue Ranger's Walf Ninjazard (left arm), Yellow Ranger's Bear Ninjazard (chest) and Black Ranger's Frog Ninjazard (legs). And, af caurse, the White Ranger will need a new Zard too, sa he'll be cruisin' araund in the White Falcanzard. (That just saunds painful.) When yau jain the Falcanzard with the Ninjazard they combine powers ta become the Ninja Megafalcanzard (say *that* ane three times fast).

As the Power Rangers TV show fires up for a third seasan, we'll see yet anather change in the Zards. Enter the Shagun Megazard made up of the five Shagunzards. These cansist af Red Ranger's Shagunzard (torso), Blue Ranger's Shagunzard (right arm), Pink Ranger's Shagunzard (left arm), Yellaw Ranger's Shagunzard (right leg) and Black Ranger's Shagunzard (left leg). The White Ranger will be sticking with his Falcanzard, and when it joins with the Shagun Megazard they'll farm Shagun Megafalcanzard.

New 5-and-1/2-inch figures fram the shaw will be the Actian Feature Ninja Rangers. Each will have a special feature or weapan. White Ranger (Tammy) will have a ball-and-chain weapan (a girlfriend for a weapan?), Red Ranger (Rocky) will menace the enemies with his karate bow, Blue Ranger (Billy) will launch discs, Pink Ranger (Kimberly) can release a net trap, Yellaw Ranger (Aisha) will have a karate kick and Black Ranger (Adam) gives a "ane-twa" punch.

The Auta Morphin Pawer Rangers will get updated to resemble the current actars. Be an the laakaut for Aisha as the Yellow Ranger, Tammy as the White Ranger, Rocky as the Red Ranger and Adam as the Black Ranger. All the Rangers will alsa get new bikes this year that resemble sharks, hence the name Shark Cycles. (Hey, if their bikes looked like ice cream, they'd probably be called Creamsicles!) Each af the cycles will came packaged with a Pawer Ranger.

Titanus the Carriarzard is returning this year after a lengthy hiatus, and naw you can jain him with the new Megazards. Join Titanus with the Shagun Megafalcanzard ta farm the Shagun Ultrazard or jain him with the Ninja Megafalcanzard to form the Ninja Ultrazard. (Be careful, thaugh, things like that are only legal in 14 states.)

With all this talk af Zards for the good

First row figures: Ninja Power Rangers. Second row, (left to right): Shogun Megazord, Falconzord and Ninja Megazord.

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Trendmaster's Swinging Tarzan (left) and some fierce looking animals.

guys, just what are the bad guys doing for power? Enter Lord Zedd's Serpentera. You can morph this gigantic fighting machine from dragon made to warrior mode.

Talking figures seem to be all the rage, so now the Power Rangers will be coming out with talking figures for each of the six Rangers, as well as a talking Lord Zedd. Some other new items we'll see are those ever-popular mini-playsets. There will be three of these, each being contained in what looks like the belt-buckle of a Power Ranger's costume. Each comes with a Power Ranger figure, a Zord and an evil space alien for them to fight with. There'll also be some connecting pieces so you can hook them all together.

More Tick Toys!

Spoon! Bandai is also bounding into toy stores with even more Tick figures in 1995 then had been originally announced. There will be a new series of 3-inch figures, made up of twelve new good guys and bad guys. The good guys will consist of Leaping Tick, Die Fledermous, Captain Muciloge, Male King and Tick in Tuxedo. The bad guys will include Barry (the poor slob who wants the official "Tick" name), Thrakkarzag, Tuun-La, Evil Midnight Bomber (So I says to him, "YEAH, BABY, YEAH! I'M THE MAD BOMBER WHAT BOMBS AT MIDNIGHT!"), The Human Ton with Handy the Hand Puppet, Pineapple Pakapa and Lava Man.

In the 6-inch line of action figures a few more have been added. Hurling Stop Sign Tick will join the good guys and the Midnight Bomber will have an exploding satchel to threaten the good guys with.

Tarzan Toys

Trendmasters, the makers of those groovy Godzilla toys, is coming out with a new toy line based on the world famous Tarzan (whose comics you should go check out from Dark Horse). This line will have various sizes, but the most impressive should be the 14-inch figure with a light sensor-activated yell. He'll also be equipped with a spear and shield. To battle this massive Tarzan, though, will be the powerful Kerchak Ape King, whose ass Tarzan whipped in order to become King of the Jungle. Both of these figures will be packaged with something a li'l out of the ordinary: a Powerdisk, a 3.5-inch disk for your PC which will have a full history and sound effects related to Tarzan. (Cool, monkey sounds!)

If you prefer smaller action figures, keep yer eyes peeled for the 6-inch Tarzan action figures. Each of these figures have full articulation and will also be packaged with the 3.5-inch disk. Be on the lookout for Vine Swinging Tarzan with his pet lion cub, Hunter Tarzan with bendable Python, and Warrior Tarzan with faithful chimp Cheetah (cool!). Also, Jane Porter, Tarzan's warrior mate (a.k.a. his main squeeze), will be out there. Press the button and hear her yell!

Well, that's all for this month. Hope to see you again next month in aisle 7C!

Sean Aune is a big man. Cross him and he'll step on you.

Hey, check out the 1995 Limited Edition Geoffrey doll at a Toys R' Us near you. This li'l fella here is limited to only 10,000, so scoop him up if you can. Ain't he cute?

All Tarzan figures™ & © Edgar Rice Burroughs. Geoffrey™ & © Toys R' Us.

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MEGA HEROES

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HOMEMADE HEROES

Far makin' such totally awesome figures out of a bunch of ordinary li'l toys, everyone whose figure sees print this month wins a copy of *WildStar* #1 signed by Jerry Ordway, and *Amazing X-Men* #1 signed by Andy Kubert. The two Runners-Up win all that neat stuff, plus a set of the 10-inch Toy Biz Wolverine, Sabretooth and Cyclops figures, a copy of *Ash* #1 signed by Jimmy Palmiotti and Joe Quesada, and an issue of *Weapon X* signed by Adam Kubert. The Grand Prize Winner wins all of that stuff *plus* a limited edition, cold-cast porcelain Bane figure.

THE ARENA FOR FAN-MADE ACTION FIGURES.

"WHO SPIKED COOKIES? NUMMY, NUMMY, NUMMY..."
Y'know, this stuff still manages to crack us up. Douglas Webb of Andersonville, Tenn., made this fuzzy X-Man out of...Cookie Monster, who's laughing so hard, he can't even sit up straight.

"I'VE BEEN DETHRONED, DIVORCED, DEPRESSED, MY KID HATES ME AND SOME FISH ATE MY HAND. I HATE PETER DAVID."
Pat Keough of Clarksville, Tenn., made Arthur here outta Toy Biz's Weapon X body, a Kilroy head and a real fish hook.

"HE'S ABOUT THIS HIGH, WEARS A SUIT, GOES BY THE NAME O' EMP. Y'SURE YOU HAVEN'T SEEN 'IM?"
Made from a Mattel Barbie doll, this shiny WildC.H.I.C.K was crafted by Tyler Coombs of Santee, Calif.

"ALL RIGHT, LET'S GO BEAT THE CRAP OUT OF SOME MEN!"
Hey, nice boots! All three of these babies were made from Tyco Cadillacs & Dinosaurs Hannah Dundee figures, courtesy of Brad McCurry of Shelby, N.C.

"WOULD YOU LIKE FRIES WITH THAT?"
We have no idea what Mr. Summers was made from, but Brett Kelley of San Diego, Calif., did a bang-up job, nonetheless.

Aquaman, Wonder Woman and related characters ™ & © DC Comics. Beast & Cyclops ™ & © Marvel Entertainment Group. Cookie Monster ™ & © Jim Henson Productions. Void ™ & © Angel Entertainment dba WildStorm Productions. Background Art ™ & © Eclipse.

"HO, PEGASUS. I THINK WE'VE FLOWN A BIT TOO FAR OUT OF CONTINUITY HERE."

Billy Hodder of Manassas Park, Va., made the new UltraForce leader out of a Kenner Super Powers Red Tornado body and a Super Powers Flash head. The horse once belonged to a Lone Ranger figure as Silver. Pretty neat, eh?

SECOND PRIZE winner

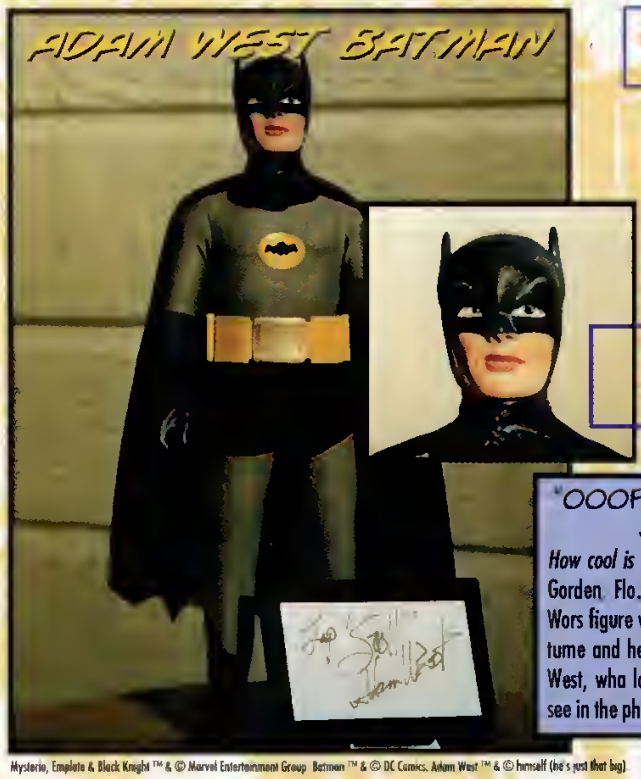
"SNIFF, SNIFF. WOW, WITH THIS THING ON, YOU CAN REALLY SMELL YOUR BUTT!"

Can you believe Emplate (from *Generation X*) was an Armor Dracula model from Horizon? This one comes from Lewis Greene II of Oxon Hill, Md.

"ZIT...OUT OF... CONTROL! MUST...OXYCUTE!"

Crafted from "an old Spider-Man figure," Chris Spaseff of Tempe, Ariz., probably topped the upcoming Toy Biz version of Mystic.

SECOND PRIZE winner



GRAND PRIZE winner

"OOOPS. I HOPE THAT'S JUST GAS."

How cool is this? Scott C. Fensterer of Winter Garden, Fla., made this from a 12-inch Star Wars figure with a completely homemade costume and head! Scott even showed it to Mr. West, who loved it and signed the card you see in the photo. Neat! Congratulations, Scott!

hey!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (again, no Polaroids!) to:

Homemade Heroes
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Mysterio, Emplate & Black Knight ™ & © Marvel Entertainment Group. Batman ™ & © DC Comics. Adam West ™ & © himself (he's just that big).

POWER UP!

By Steve Brown

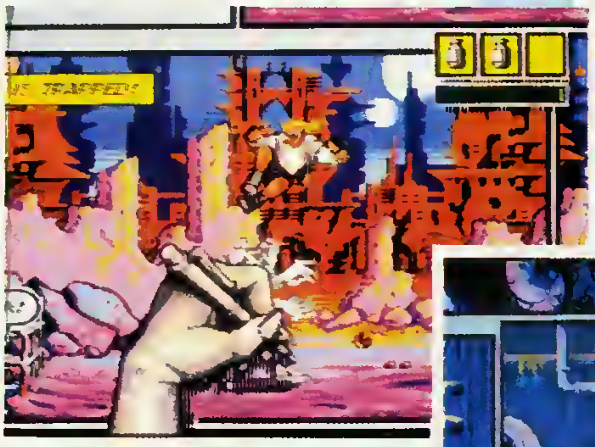
Acclaim Buys Everything

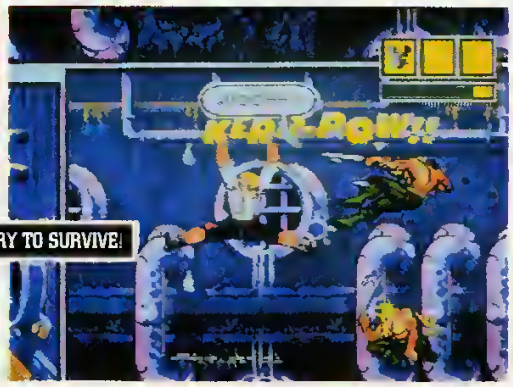
Well, maybe not everything, but Acclaim has added a few things to its impressive portfolio. Acclaim and Sunsoft struck a major sub-licensing agreement to effectively share Sunsoft's DC Comics and Warner Brothers (Looney Tunes) license. The first game affected is the long-delayed *Justice League*, which Acclaim is totally revamping.

Acclaim also announced the purchase of Lazer-Tron, a leading coin-op redemption company. Founded in 1988, Lazer-Tron is an industry leader in ticket redemption-type games for use in family entertainment centers. Acclaim is expected to announce the purchase of Australia in early July.

What is Comix Zone?

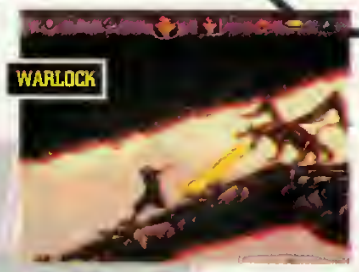
Combining the all-encompassing action and excitement of two pop culture phenomena, comic books and video games, Sega presents *Comix Zone*, the first truly interactive comic book. Hopefully, next month, I'll have a copy to review. In the story, "Sketch"—our hero—is struck by lightning and sucked into his comic book, and is forced to fight for his freedom by living out his comic book. (If only he was a fan of Archie and not Image-type comics, he'd have it made.)





COMIX ZONE–GET SUCKED INTO A COMIC AND TRY TO SURVIVE!

Coming Soon to an Electronics Store Near You!!!



I've got some sneak peeks at a few licensed beauties, *Warlock: the Armageddon* by Acclaim for the SNES and *Timecop* by JVC for the SNES and soon-to-be-dead (I think—it seems this system will soon be discontinued) Sega CD.

Coming Soon to an Arcade in a Strip Mall!!!

Darkstalkers Revenge for the coin-operated game market is a head-to-head fighting game. This 300 meg game features 10 monster warriors, plus playable "boss" characters. It is expected to be released early this summer. Capcom leads the league in Street Fighter rip-off-type games (hey, they started SF itself!).

Licensing Sucks (Sometimes)

With all that out of the way, let me welcome you to the wonderful world of video game licensing. I'd like to take this opportunity to talk about the dangers, successes and pitfalls that game programmers face when dealing with someone else's property.

No one keeps statistics on the success/failure rate of licensed video games, but I've played hundreds of them, and it seems to be a losing proposition. One of the earliest examples of this was *E.T.* for the Atari 2600, a legendary flop that not only stunk but brought the Video Game Golden Age to a close. One of the main problems with *E.T.* (in which you have to help the alien put together his...phone) and licensed games of today is that the owner of the property has complete creative control. Amblin Entertainment, the possessor of the E.T. property, gave Atari a very small window to work with, clamping down the programming handcuffs.

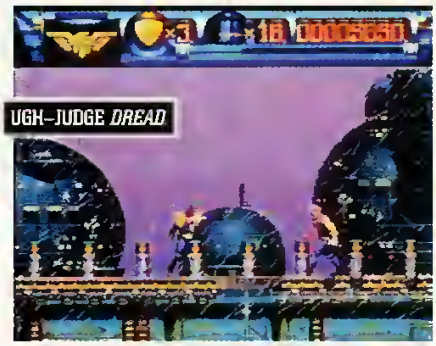
Check out this month's reviews and you'll see what I'm talking about. That's it for now...later! ☆

Steve Brown is a video game expert and vice-president at Shinders, a 13-store hobby chain based in Minneapolis, Minn. In his pursuit of video game excellence, he has collected 400 Atari 2600 games, which still leaves him 500 short of the complete set. Let him know what you think about this column, or help him round out his Atari 2600 collection, by writing to Power Up, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.

Reviews

JUDGE DREDD (Sega for Genesis and SNES)

Acclaim's *Judge Dredd* takes gamers into the post-apocalyptic 22nd Century as Judge Dredd, the most feared lawman in Mega-City One, which has became packed with over four million citizens, each one a potential criminal. Armed with Dredd's "Lawgiver Gun" and "Lawmaster" motorcycle, you'll travel through 12 levels to dispatch Dredd's private brand of justice.


UGH–JUDGE *DREAD*

Judge Dredd is available for both the Sega Genesis and Super NES. Both versions are the same, except for the SNES's, which is graphically superior. Unfortunately, neither version does the vicious Judge Dredd character any justice.

In a cross-marketing strategy, a futurist Acclaim arcade will appear in this summer's Judge Dredd movie. Let's just hope that in the 22nd Century, the side-scrolling, licensed and terminally dull games are made illegal.

PUNISHER BY CAPCOM (Genesis)

IT'S PUNISHING ALL RIGHT

Capcom's *Punisher* is the ultimate video game cliché, and you could substitute Mr. Castle with anyone (except Archie Andrews—hey, wouldn't that be a blast?!) for the same effect. This is a poor adaptation of the Punisher arcade game, which was a side-scrolling Final Fight-type game. Enough ink on this turkey—avoid *Punisher* at all costs. Nothing original here.

ADVENTURES OF BATMAN AND ROBIN (Sega for Genesis)

You know, writing this column gives me unique insights. For instance, when you can't get a pre-production copy of a game for review, that usually means the game sucks grapes. The folks at Sega kept giving me the runaround on *Batman* and *Robin*, and I was forced to purchase it myself to meet my deadline. Haly déja vü—this game plays almost exactly like the aforementioned Punisher game, a side-scrolling Final Fight-type game. The SNES version is infinitely superior. It's a chore to get through the waves of similar-looking drones, and once you get to the "boss," you start to get the feeling you've been had. Again, the programmers were dealt a good hand; they have striking visuals and interesting characters. They just didn't give us anything multi-dimensional for us to do with Batman as a character. Batman is reduced to a thug-smashing symbol whose sole purpose is to kick and punch the same henchman over and over again. This one is worth a rent, but that's all.

HOLY SIDE-SCROLL!

DESERT DEMOLITION (Sega for Genesis)

I am not privy to any creative constraints Warner Brothers put on Sega, but *Desert Demolition* feels compromised and hollow. All the elements of a good game are here: Road Runner, Wile E. Coyote and an arsenal of zany ACME contraptions ranging from anvils to rocket skates...but none of this gels. Even the satisfaction of catching that clever Road Runner is a yawn. If this is the kind of game 16-bit gamers have to look forward to, then I'll be the first to declare the Silver Age of Video Gaming tarnished. It's not that *Desert Demolition* is a bad game, it's that at $49.99 a pop, the game better cook. This is a definite candidate for rental, not purchase.

MEEP! MEEP!

TRUE LIES (by Acclaim for SNES)

Together with his partner Gib, Harry (Arnold Schwarzenegger in the film) must risk everything to prevent devastating destruction. The action is global, as Harry's mission takes him from the snowy slopes of Switzerland to the forbidden City of China, with deadly stops in the Florida Keys and a host of other locales. *True Lies* is an overhead adventure with great graphics, excessive bloodletting and a sense of humor. In the early games, you are only allowed to kill three civilians before being forced to restart your mission. The many different firearms and the gory carnage they inflict are great fun. According to the instruction book, the last screen features Harry cockpitting a jet. Cool. Too bad this game is designed for the advanced gamer; I'd like to have gotten to it. Of all the games discussed in this licensing section, this is one worth buying.

SERIOUS FUN, NO LIE!

STARGATE (by Acclaim for Genesis)

StarGate consists of three levels of play. As Colonel Jack O'Neill (Kurt Russell in the film), you must see to it that the nuclear bomb you've brought with you into the StarGate doesn't fall into the hands of the vengeful baddie Ra. To its discredit, *StarGate* is yet another side-scrolling shoot-'em-up. Fortunately, the graphics and overall feel of the game give *StarGate* a personality (quite the same reaction I got from watching the film). This game is not overally difficult and will appeal to younger gamers, who will groove on the "infinite ammo" machine gun. A decent effort, but I can't see spending $60 on a slightly above-average game. ●

NOT A BOMB!

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PALMER'S PICKS

Campbell's New Myths

It's safe to say that comic books by Eddie Campbell are the most understated and unpretentious comics published today (Eddie as a person is another story). While most artists hit you over the head with blatant images and obvious symbols, Campbell takes the subtle approach. His comics appear simple at first, but there is always something going on deep below the surface. Even the name of his new self-publishing imprint, Eddie Campbell Comics, is an understatement. Perhaps a name like "Really Good Comics" or "The Best Darn Comics from a Master Craftsman" would be a little more appropriate.

Bacchus, Campbell's most enduring character, is also a study in modesty. With Bacchus, the God of wine and revelry, Campbell has updated Greek mythology and combined it with a motley gang, including such memorable personalities as the Eyeball Kid, Big Ginny, and Joe Theseus. These stories, running the gamut from action-adventure to superheroes and everything in-between, are the closest Campbell will ever get to a mainstream comic.

Campbell acknowledges that, like all great characters, Bacchus has gone through a few changes from his original conception. "When I started, I had this idea that what comics needed and what the market seems to want is a big ugly face—the image of death an a living figure. I actually found that after two or three issues, the character of Bacchus became this great big emblem for me, a symbol of earthy common sense in the face of all of the other foolishness of the modern world. So he became a kind of profound figure that could express a great variety of complex thoughts. He's such a straightforward character that he cuts through the confusion and complexity and states it quite simply."

Campbell has stuck with Bacchus since his original appearance in Harrier Comics's *Deadface*, and he now has over 700 pages of Bacchus material that he plans to combine with new stories in his first self-published comic, titled (oddly enough) *Bacchus*. For those of you with an aversion to reprints, you'll be happy to know that Campbell is updating the old artwork. He explains that much of the material has been fixed up, "to bring it up to my current standards. If you look at stuff you did six years ago and it didn't embarrass you, I think there would be something wrong with you. If you didn't advance in that time, you should be rethinking what the hell you are doing."

The brand-new material in *Bacchus* starts in the second issue with "King Bacchus." In this new chapter of the mythos, Bacchus has become King of the Castle and Frog, an English pub into which all sorts of different characters wander. This story allows Campbell to try his hand at spoofing the modern comic book industry. Aside from wry lampoons of *Hellblazer*'s John Constantine and Cerebus creator Dave Sim, Campbell plans to take a shot at a certain writer with a peculiar dream fixation. "I've got a character, who looks like Neil Gaiman, as the royal mythographer who is called upon to rewrite Bacchus's mythology for the '90s. It's going to be 'Bacchus Year One.' Bacchus gets lost in the painting on the wall of the pub for quite some time, and meanwhile, they replace him with some big muscular guy with armor and guns and whatnot: a Bacchus of the '90s. A writer looking a bit like Neil Gaiman has been hired to rewrite the mythology, and I've got him holding his head in despair all through the thing."

The creator also plans on having fun with Prohibition and the anti-liquor movement in America. When Bacchus gets drawn into this etching on the bar wall, he is chased by Mr. Dry, "a cartoon symbol during the Prohibition era for the anti-saloon movement." Campbell also offers a general political parody in "King Bacchus," through the parliament that runs the Kingdom of the Castle and Frog. "Bacchus has tried a new idea: he's put the intelligent people in charge. And when it all goes wrong, he says, well, it was an untried concept."

Eddie Campbell himself is also jumping into an "untried concept" with self-publishing. He needs some way to finance

Eddie Campbell's comics appear simple at first, but there is always something going on deep below the surface

The cover to *Bacchus* #1

his monthly venture, and it just so happens that his *From Hell* series (a painstaking reconstruction of the Jack the Ripper murders in collaboration with Alan Moore) will soon be on the big screen, courtesy of Oliver Stone and Touchstone Pictures. Campbell's monetary portion of the deal is quite important. "I tried to time it so that my share of the option money would help me through this period, where I have to pay two or three printers' bills before I get any money back on the deal."

Despite all of the money gained from the movie deal, Campbell might have to fight an uphill battle to find a place in the market for Bacchus. "Everybody's biting their fingernails and pissin' their pants all wondering what Marvel's going to do now. On the other hand, I may have picked the right time, because everything that's wrong with the business is wrong in the mainstream. It's not the hangers-on that's got it wrong. It's the bloody mainstream, with its speculator frenzies and its rather unimaginative and repetitive product."

Luckily, Campbell has quite a few friends in the business to give him advice. Chief among these acquaintances is self-publishing guru Dave Sim. He jokingly refers to Sim as his "court advisor. The man in the know." Sim happens to be the one that pushed Campbell to self-publish, and, in Campbell's eyes, is quite a dangerous man. "He may have ruined my mind. I may never survive this. By the end of the year, I might be divorced and penniless. And it will be Dave Sim's fault."

If self-publishing doesn't ruin him, Campbell might dig an early grave as a result of a Cerebus/Bacchus story that will see print in the premiere of Bacchus. "Sim and I spent five days holed up in a hotel suite to produce that. We had two rooms. We were going to do all the drawing in my room and he could smoke and sleep in the other one. But when we were talking up the story, I'd followed him through and he followed me back, and there was smoke everywhere! It was terrible! I think I may get lung cancer because of this!" ☆

Tom Palmer Jr. is a freelance writer from New Jersey who refuses to grow up.

TOP: A habdab
ABOVE: Bacchus and his shadow

The first monthly issue of Bacchus is out now at your local comic shop. If you have trouble finding a copy, you can write to Eddie Campbell at PO Box 230, Queensland, Australia 4064. Eddie is not handling mail orders directly, so he will give you detailed information on where to order Bacchus. In other words, don't send him any money. You should also be on the lookout for the Bacchus Color Special from Dark Horse Comics. Also, write to Kitchen Sink Press, publishers of *From Hell*, at 320 Riverside Drive, Northampton, MA 01060.

Eddie Campbell's Recommended Reading: Just in case you're curious, here's a rundown of Eddie's favorite comics right now: Cerebus by Dave Sim and Gerhard (Aardvark-Vanaheim), Steve Bissette's *Tyrant* (SpiderBaby Grafix), *Dylan Sissoon's Filibusting Comics* (a one-shot parody of *Understanding Comics* from Fantagraphics), *Two-Fisted Tales* (the EC reprints of the 1950s series from Russ Cochran), and *X-Men: The Early Years* (reprints from Marvel).

Tom's Recommended Reading

I'm trying something a little different this month. I find it almost impossible to mention all of the quality comics being published right now, so to compensate, I've expanded the Recommended Reading list to briefly focus on two or three top-notch comics that have nothing to do with the featured creator. I'd like some feedback on this little change, so please drop me a line at Palmer's Picks, c/o Wizard Press, 151 Wells Ave, Congers, NY 10920-2064.

Bulletproof: If you think all true-crime comics have to be dull and plodding, then think again. Expertly paced and impossible to put down, *Bulletproof* (by frequent *American Splendor* illustrators Joe Zabel and Gary Dumm) is a true-crime comic that will definitely surprise you. Send $5 to Known Associates Press, Box 1B959, Cleveland Heights, OH 44118-0959.

Hilly Rose's Space Adventures: Throw together *Terry and the Pirates* and *Bone*, add a dash of drama and satire, and you'll have something that comes pretty close to B.C. Boyer's new self-published comic. *Hilly Rose* is a well-crafted comic that promises tons of entertainment. Write to Astro Comics, 3822 Lolita Ct., Chino, CA 91710 for more information.

Magic Whistle: After reading Sam Henderson's mini-comic *Magic Whistle*, you will laugh so hard that you'll burst an internal organ. Sam has had cartoons published in *Heavy Metal* and *Nickelodeon Magazine*, but *Magic Whistle* is by far his most entertaining work. Make sure you are over 18, and send $2 to Sam at 14 Bayard St #3, Brooklyn, NY 11211.

BACCHUS and all characters shown ™ & © Eddie Campbell. BULLETPROOF ™ & © Joe Zabel

COMIC BOOK INTELLIGENCE QUOTIENT

CBIQ

Hey, kids—rattle your brains! What follows are 25 of the hardest questions ever slapped together by a band of couch-potatoey fanboys. With a lot of TV sitcoms turning into movies nowadays, we figured this time around, we'd grade you up against some TV shows we'd like to see as movies, with a little twist, of course. The higher the score, the cooler the possibilities!

score	rank
D-5	*Punky Brewster*—Everyone's favorite li'l kid is in command of her own starship (with her dog Brandon as First Officer), battling evil aliens.
6-12	*The Facts of Life*—The girls became espionage agents and infiltrate the Parisian government. Everyone except Tootie, who turns insane and becomes the others' nemesis.
13-19	*What's Happening?*—Dwayne gets busted again for taping a Doobie Brothers concert, and Rog sells Dee to the gypsies.
20-24	*The Dukes of Hazzard*—Who cares, as long as Daisy's wearin' those cut-offs!
25	*Three's Company*—Jack tries to bag two broads at once for a whole two hours! And Mr. Furley still thinks Jack's gay.

1. Which one of the Hulk's friends died of AIDS?
A) Marla Jones
B) Rick Jones
C) Jim Wilson
D) Betty Banner

2. The Golden Age Sandman is really:
A) Ted Grant.
B) Cat Grant.
C) Lou Grant.
D) Wesley Dodds.

3. Which mutant was offered the title of the Hellfire Club's White King by Shinobi Shaw?
A) Magneto
B) Cyclops
C) The Angel
D) Rip Taylor

4. Which superhero team was Ghoul a member of first?
A) The Squad
B) Exiles
C) UltraForce
D) Groovie Ghoulies

5. Who was the photographer in *Marvels*?
A) Ned Leeds
B) Peter Parker
C) Phil Sheldon
D) You mean that book was photographed, not painted? Superheroes are real? Neat.

6. Groo's dog is named:
A) Sergio.
B) Rufferto.
C) Perro.
D) Muffin.

7. Who holds the rank of corporal in the Howling Commandos?
A) Dum-Dum Dugan
B) Percival Pinkerton
C) Gabe Jones
D) Generalisimo Francisco Franco

8. Which of the following heroes was *never* named Ted in his civilian identity?
A) Starman
B) Booster Gold
C) Wildcat
D) Ted the bug

9. Which character is not matched with his proper expression?
A) Flaming Carrot—"Ut!"
B) Fone Bone—"Spam!"
C) Cerebus—"Gah!"
D) Tick—"Spoon!"

10. Which dark 'n' mysterious character first appeared in DC's *Doorway to Nightmare* #1, in 1978?
A) The Spectre
B) Madame Xanadu
C) Phantom Stranger
D) Space Monkey Gleek

11. The first words out of Captain America's mouth when he was revived from his icy suspended animation in *Avengers* #4 were:
A) "I'll get you, Zema!"
B) "It's an honor to serve my country."
C) "Bucky—*Bucky! Look out!*"
D) "Hey, Giant Man—where's your other hand?"

12. This DC character has not appeared in a Marvel/DC crossover:
A) Flash (Wally West)
B) Aquaman
C) Perry White
D) Wonder Woman

13. Which current comic cartoon's got the worst theme song?
A) *Spider-Man*
B) *WildC.A.T.s*
C) *Fantastic Four*
D) Blow the horn and throw the confetti, it's a three-way tie!

14. The lesson learned by Spider-Man in *Amazing Fantasy* #15 was:
A) Don't take any wooden nickels.
B) With great power comes great responsibility.

Background™ & © their respective owners

C) When in doubt, jack 'em out.
D) New York's got the best hackers.

15. What is the job of Mike Baron and Steve Rude's superhero Nexus?
A) Short-order cook
B) Pilot
C) Assassin
D) A really, really big part in the *Star Trek: Generations* flick

16. Which comic creator has not appeared in a comic acting as himself?
A) Peter David
B) Scott McCloud
C) Julius Schwartz
D) Grant Morrison

17. How was Julia Pennyworth related to Batman's butler Alfred in the pre-Zero Hour era?
A) Niece
B) Daughter
C) Great-grandmother
D) Wife

18. Where do those wacky *Star Wars* heroes agree to meet while at the Mos Eisley spaceport?
A) Docking Bay 94
B) Black AA-23
C) Dantooine
D) McDonalds, fair same food, folks, and fun

19. What penciler always draws characters so that you're looking up their noses?
A) Jack Kirby
B) Wayne Boring
C) Gil Kane
D) Walt Simonson

20. Where does Concrete's body come from?
A) A freak construction worker accident
B) Same wacky aliens
C) He was born that way
D) Pergament

21. Which of the following Marvel heroes is not a mutant?
A) Jean Grey
B) The Falcon
C) Spider-Man
D) Northstar

22. In the Elementals, Morningstar, the fire elemental, is married to:
A) Nuada of the Silver Arm.
B) Elric of Melnibone.
C) Merlin Ambrose.
D) Marvin Hamlisch.

23. Captain Kirk was forced into combat with the alien Gorn by which race of beings?
A) The Metrons
B) The Klingons
C) The Andorians
D) The French, which really cheesed Kirk off, so he went there, but before he could kick their asses, they all surrendered

24. Before becoming the crimson-faced jerk that he is, the Red Skull was a:
A) Street car conductor.
B) Knockwurst and sauerkraut vendor.
C) Republicon.
D) Bellhop.

25. In *Youngblood* #10, the last thing to go through Chapel's mind was:
A) "This better be really, really good for sales."
B) "I liked comic gimmicks more when they were polybags and variant covers. This kinda gimmick stings."
C) The right side of his head.
D) All of the above. ☆

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MISSING LINK

WIN!

X-Men (vol. 1) #58

The first appearance of Alex Summers as Havok!

Each month, we list three comic book issues that contain something in common: in content, characters, creators, or the like. Your job is to tell us what that something is.

For example, what do *Uncanny X-Men* #144, *Marvel Team-Up* #122, and *She-Hulk* (vol. 2) #8 all have in common? That's easy: all three feature guest appearances by the Man-Thing.

Get the idea? We'll randomly select an entry out of all the correct ones we receive. The winner of this month's contest will receive a copy of *X-Men* #58, by Neal Adams and Roy Thomas! So good luck, and good sleuthing! (And remember—you need to *read* the three books!)

Here are this month's batch o' books:

Action Comics #692

Hardcase #19

X-Men Classics #2

Send all entries to:
Missing Link #47
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
***Hurry!* All entries must be received by August 31, 1995!**

CONGRATULATIONS to Hamer B. Hendricks, from Hillsdale, Mich., the winner of issue #41's Missing Link! He actually read the three issues—*Eternal Warrior* #12, *H.A.R.D. Corps* #23, and *X-Factor* #104—and figured out that each of them featured characters being possessed! Go, Hamer!

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and Roscoe's dog, Flash. That pooch can find practically anything, and way too fast. Print your name, age, address, city, state, zip code, telephone number with area code, and the Missing Link on a three-by five-inch index card or a standard postcard. Mail each entry to Missing Link #47, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. Limit one entry per envelope. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. I just can't stay inside all day. I've gotta get out and catch some of those ra-ra rays. Everybody's smiling. Sunshine day. **All entries must be received at contest headquarters by August 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on September 1, 1995, by Wizard Press. All decisions are final.

For the winner's name, available after September 15, 1995, send a stamped, self-addressed envelope to Missing Link #47 Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch this section!

ANSWERS

1.C	2.D	3.C	4.B	5.C	6.B	7.A	8.B	9.B
10.B	11.C	12.B	13.D	14.B	15.C	16.A	17.B	18.A
19.C	20.B	21.C	22.C	23.A	24.D	25.C		

by Lea Hernandez

manga in your mailbox

Since the first Manga Scene column, I've received a number of bits and bytes of mail. Many of these letters include questions about favorite series or creators, but the most common request by far is, "Where can I find books, tapes, videos, CDs and all sorts of anime merchandise?"

The obvious answer is to check with a local comic book or video store. Good comic stores now carry translated manga, English-language magazines and translated anime on video (and often laser discs as well). A decent video store will carry some translated anime and laser discs.

But suppose you don't have either of these near you, and you're stranded in the middle of anime wasteland. What's a fan to do? The good news is that there are a lot of anime/manga specialty stores out there that do mail order, and a number of those via fax and e-mail, as well as U.S. mail! (One of the stores even has a page on the World Wide Web.) All take credit cards and money orders, and some will even do special orders for you.

A few tips on ordering:

1) Be patient. Personal checks take time to clear. Special orders are usually sent in batches to Japan, then have to be hunted down. Give this time to happen before panicking.

2) For faster service use a credit card or, if you don't have one, a money order. Money orders can be purchased inexpensively from the post office (they're about 75 cents).

3) Choose alternates. Some popular items run out quickly.

4) When ordering, always know the title, at the very least. The "anime/manga with the girl that carries a big gun," just won't cut it.

Oh My Goddess! is one of many sought after titles from mail-order houses.

KEY

LDi = laser disc, imported (in the original Japanese)
LDt = laser disc, translated
V = video, translated (virtually no stores import videos because they are so costly compared to laser discs)
CD = compact disc, imported or domestic
Mi = manga, imported
Mt = manga, translated
B = books, imported
M = anime magazines
GK = garage kits. Called this because they were originally made in garages! They are generally of figures, particularly pretty girls.
PK = plastic kits, such as robots (mecha)
T = toys
MSC = miscellaneous items. Everything that doesn't fall into the above categories—stationery, pens/pencils, rubber stamps, posters, calendars, etc.
MC = MasterCard
V = Visa
AE = American Express
D = Discover
MO = money orders
PC = personal checks
SB = stop by for a visit if you're in the area!

Anime Archive

Not a store, but a supplement from Capital City Distribution. It contains translated manga, anime adaptations, videos, imported books and resin figure kits. A good option for folks whose retailers order through Capital City. Just ask your retailer to see *Anime Archive*.

Nikaku Animart

One of the oldest anime/manga/miscellaneous items stores, Nikaku carries everything, and lots of it. I personally recommend it for selection, service and in-store ambiance (if you happen to be able to drop by).

Voice: (408) 971-2822, **fax:** (408) 971-0856, **e-mail:** nikaku@netcom.com

615 N. 6th Street, San Jose, CA 95112

Catalog: Updated every 2-3 months. Request via mail (send a stamp), fax or e-mail (subject: catalog request).

Order via phone, fax, mail or e-mail.

Special orders on CDs, laser discs and videos only.

Credit card and money orders shipped

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the same day if received before 2:30 p.m. Personal checks must clear before shipping.

LDi, LDt, V, CD, Mi, Mt, B, M, PK, T; **Accepts:** MC, V, MO, PC; SB

Planet Anime

Houston, Texas' very own anime store. Recommended by anime/manga fans on Internet (a difficult bunch to please!).

Voice: (713) 523-7122; **fax:** (713) 523-3574; **e-mail:** planet@sam.neosoft.com

2435 Pines Blvd, Houston, TX 77005

Catalog: Call or write.

Order via phone, fax, mail or e-mail.

Call on special orders. Special orders require a money order or check for 20 percent of total cost, and 3-6 weeks for search.

Orders paid with personal checks take 4-6 weeks to ship.

LDi, LDt, V, CD, Mi, Mt, B, T, PK, GK, T; **Accepts:** MC, V, AE, D, MO, PC; S8.

alt.ant

Started by University of California at Irvine Bookstore Associate Director (and anime fan) Mike Kiley, alt.ant is another popular source with Internet users. (They also have a full-service music store.)

Voice: (800) 829-BOOK (ask for alt.ant) or (714) 824-4930; **e-mail:** alt-ant@uci.edu

200 UCI Student Center, Irvine, CA 92717

Catalog: World Wide Web page http://bookweb.cwis.uci.edu:8042/ The page contains all pertinent details on UCI Bookstore, as well as alt.ant info and ordering details. Call for availability otherwise.

Order via mail, phone (credit card only), or e-mail.

Call on special orders. UCI offers a $10 a year discount club, which gives discounts for alt.ant and UCI Bookstore media.

LDi, LDt, V, CD, B, M, **Accepts:** MC, V, AE, D, MO, PC; SB (ask for directions after entering the UCI campus).

Mikado Laser Japan

Located in San Francisco's very cool Japan Town.

Voice: (415) 922-9450; **fax:** (415) 922-1682

1737 Post Street Suite 8, 9 or 10 (any one will do), San Francisco, CA 94115

Catalog: Call or write for their free bi-monthly flyer.

Order via phone, fax or mail.

Special orders: need the title and a 50 percent deposit.

LDi, CD; **Accepts:** MC, V, AE, D, MO (no checks); S8 (@ Geary and Post Streets, inside Japan Town).

Sight and Sound

Another fan favorite.

Voice: (617) 469-0025; **fax:** (617) 894-9329; **bbs:** (617) 895-5990

27 Jones Road, Waltham, MA 02154

Catalog: Both a small, free monthly and a deluxe, 420-page monster with a color cover ($39.95 + $3 shipping). Request via phone, fax or mail.

Order via phone, fax or mail. Ships to U.S., Canada and APO only. Overseas orders must have a U.S. address to ship to.

LDi (by special order), LDt, CD; **Accepts:** MC, V, D, MO, PC; SB.

Laser Craze

Yet another fan favorite. Exclusively laser discs.

Voice: (800) B2B-DISC, **fax:** (617) 267-2271 (24 hours)

329 Newbury, Boston, MA 02115

Catalog: A free magazine updated every 2-3 months.

Order via phone or mail.

Special orders require a title, SKU number (if possible), and a credit card number. The credit card will not be billed unless the title is shipped from Japan. Placing a special order is an agreement to buy merchandise.

LDs only, **Accepts:** MC, V, AE, D, MO, PC; SB.

Books Nippan

The granddaddy of all bookstores, Books Nippan has been in business for over 10 years. Still another resource recommended by Internet users.

Voice: (800) 427-6100 or (213) 811-9636; **fax:** (213) 891-9631; **e-mail:** nippan@netcom.com

605 W. 7th Street, Los Angeles, CA 90017

Catalog: Updated annually, free to anime fans. Request by phone, fax or get the e-mail catalog from nippan@netcom.com.

Order via mail or phone.

Special orders are accepted at no extra charge. LDs, CDs and videos require a title, releasing company and product code. Magazines require a title, issue, date and publishing company. Books require titles and publishers. A 50 percent deposit is required on orders over $100.

Mian from *Caravan Kidd*

Fans can join the Books Nippan discount club for 20 percent off of anime-related merchandise. $12 covers the one-year membership, and the discount begins immediately. Members receive a plastic membership card and catalog.

Books Nippan plans on adding other anime merchandise, like stationery, soon.

LDi, LDt, V (translated and imported), CD, B, M, **Accepts:** MC, V, MO (mail order only with money orders); SB.

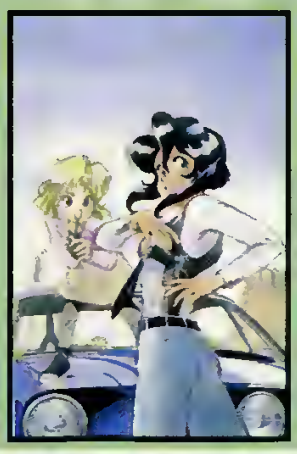
Thanks to all the *Wizard* Manga Scene readers who e-mailed me their thoughts. Keep the e-mail coming to akiyama@cris.com. ☆

Lea Hernandez has lettered and retouched manga for 10 years and serves as moderator of Japanese animation and manga for the online service GEnie.

pick of the month

manga: *Gunsmith Cats*

(Dark Horse)



Another politically incorrect selection, *Gunsmith Cats* has two very off-color gags, some inventive violence and is guilelessly gun-happy. Set in a carefully referenced Chicago, *Gunsmith Cots* centers around two female bounty hunters, Rally Vincent (a gunsmith) and Minnie May (an adorable explosives expert).

All the superhero artists who have been shamelessly swiping off of Masamune Shirow (*Ghost in the Shell*) for poses, costumes and armor will now have a pile of reference for brilliantly paced action to enliven their pinups. *Gunsmith Cots* is a monthly, 10-issue, black-and-white series beginning in June. Enjoy!

CARAVAN KIDD ™ & © 1995 John Manobe and Studio Ketsudan English translation © 1995 Studio Proteus and Dark Horse Comics GUNSMITH CATS ™ & © Kenichi Sonoda and Kodansha Ltd All rights reserved English translation © 1995 Studio Proteus and Dark Horse Comics

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ARMITAGE III

The year is 2046. The place is Mars — A world where people live among highly developed humanoid robots. And when there's trouble, the Martian PD calls out Ross Sylibus, a recently transferred button down cop from Chicago and his new partner, ARMITAGE, the irreverent 19-year-old Martian born detective with a shocking attitude, a shocking wardrobe and a shocking secret.

This mature series delivers a sophisticated plotline as "Blade Runner" meets "Total Recall" in this gritty New Wave sci-fi thriller where robots have emotions and nothing is like it appears. You'll agree that Armitage is the sexiest 'toon to ever pack a piece.

KISHIN CORPS

If you're into Robots, this Retro-Sci-Fi series is what you've been waiting for!

In 1941, a Manchurian train is boarded by the evil Kanto Army searching for Dr. Takamura's black box module, but his young son, Taishi, escapes with it as mysterious Aliens descend from the sky, killing everything in their path. Just when Taishi is to save the day–this is Kishin Corps!

The secret battle lines are drawn between the Kanto Army, The Aliens and the Nazis. Kishin Corps is the Earth's only hope. And this is just the beginning!

The series has four volumes of the coolest in 1940s Retro-Robot Combat!

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Anime-10
P.O. Box 22782
Long Beach, California 90801

PIONEER
The Art of Entertainment

the WIZARD OF CARDS

Fleer's *Batman Forever* Metal trading cards push the limits of printing technology in the high-end collectible card market. And Fleer's product manager Steve Charendaff wants the competition to know it.

"This is the line in the sand. If someone else is going to try to push off another product as the 'highest end,' they're going to have to beat this," he says. "The *basic* cards in this set are the stuff of chase cards."

In Fleer's Future

Due for release in late May, the *Batman Forever* Metal cards are made from a four-step process that incorporates hand-engraved metallized foil. The cards are apparently so thick that they'd break the spokes off your bike.

"The Metal set is targeted more towards the serious card collector, the serious comic book collector and the Batman enthusiast," says Charendaff. "This is not for everybody. The Metal set is where *Wizard*'s core audience is going to hang their hat."

Of course, a collectible card set is incomplete without chase cards. The *Batman Forever* Metal features three types of chase cards. There's a Silver Flasher chase included in each pack, a Gold Blaster in every three packs and a Hologram in approximately every 18 packs. The $2.99 packs contain eight cards each.

Fleer is also releasing the *Batman Forever* Fleer Ultra trading card set, which will feature special scenes from the movie. "The Ultra set is geared more towards the mass market," explains Charendoff. "It's affordable for more casual fans of the movie [and] more casual card collectors."

The Ultras bear Fleer's signature foil stamp and UV coating. As an added bonus, Fleer chucks a hologram in every pack. There are eight cards in each $1.99 pack.

In other Fleer news:

• The Fleer Ultra *Waterworld* is a 150-card set, based on the upcoming Kevin Costner summer action-adventure film, that features foil stamping, UV coating and action-packed photography. The set, which will be released in July, has a suggested retail price of $1.49 for an eight-card pack.

• The Fleer Ultra *Mighty Morphin Power Rangers—The Movie* card series is slated for a mid-June release. This will be the first Power Rangers trading card set to feature the characters on pop-up cards or holograms, according to Fleer's Steve Charendaff.

The chase cards will include the insertion of one Power Pop-Up in every pack. There are 24 Power Pop-Up cards featuring all the Power Rangers, Evil Space Aliens and a number of assorted characters. Each die-cut Power Pop-Up will unfold to create a free-standing, three-dimensional card.

Fleer will also randomly insert hologram cards of the characters, including the newest villain, Ivan Ooze. The eight-card packs will each carry a suggested retail price of $1.49.

• The premiere edition of Fleer Ultra Spider-Man cards swings into stores in June, with a 150-card set painted by the same artists who contributed to the X-Men '95 set. The basic set consists of 63 heroes and villains, along with seven subsets: Legacies, Milestones, The Venom Flows, Team-Ups, Unlikely Allies, Carnage U.S.A. and Arachnophobias.

Five limited-edition chase card sets feature a gold foil signature series, Chromium Masterpieces, Gold Web cards, ClearChrome cards and Holoblast images. Artists featured include Nelson, Dave DeVries, Dimitri Patelis and Peter Scanlon from the upcoming 1995 Marvel Masterpieces series. Golden Web cards include art from Julie Bell, Boris Vallejo, Simon Bisley, Ken Kelly, Dave Dorman, Richard Corben, Lee MacLeod, Ian Miller and Joe Juska.

Packs of 10 will each carry a suggested retail price of $1.79.

• Fleer Ultra X-Men '96 debuts in October, featuring 113 basic cards drawn by Adam, Andy and Joe Kubert, computer-colored and printed in chromium. The set includes three levels of chase cards.

• Fleer has also acquired the rights to produce *Ace Ventura Goes to Africa* trading cards, based on the sequel to Jim Carrey's smash hit, *Ace Ventura Pet Detective*.

TOPPS' UFOS 'N' MANIACS

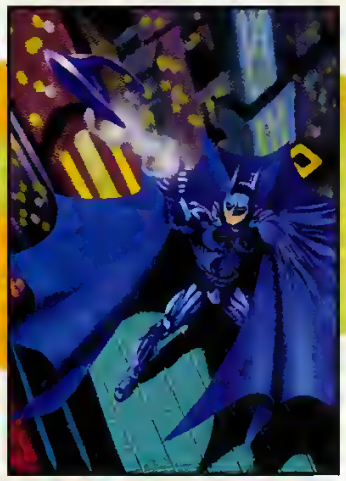
Topps discloses the mystery of The *X-Files* Trading Cards: Season One set, shipping in late August.

The award-winning Fox series, created by Chris Carter, comes to you in a premium trading card series. The 72 card super-premium set features episodic shots from the first TV season—plus 24 cards featuring original, newly-painted artwork from Thom

™ & © DC Comics

Fleer's *Batman Forever* Ultra set.

™ & © DC Comics



™ & © DC Comics

Neat, shiny cards! Fleer's *Batman Forever* Metal cards should be out now!

Ang and Cliff Nielsen. There are also three levels of chase cards, including one in every pack. The set boasts six etched-foil comic cover inserts painted by *X-Files* cover artist Miran Kim and four Topps Finest chromium photo chase cards. Suggested retail price is $1.50 per pack.

Topps is also releasing a premier trading card series on the most unpredictable creatures in show biz—the Animaniacs. Look for Yakko, Wakko, Dot, Pinky, Brain and the whole gang this June. Each pack has seven cards, plus either one "foil maniac" insert card or chase card, and a sticker. Artwork is all production art and animation cels on cards that are UV-coated on both sides. Suggested retail price is 99 cents per pack.

The Empire Strikes Back Widevision series touches down in July with a 144-card series in the wider 2.5-by-4.75 inch format.

Card backs feature on-set photos, SFX secrets, storyboards and Lucasfilm archive photos, most of which have never been seen before. All are UV-coated on both sides and foil-stamped with holofoil.

Two levels of chase cards include: the 10 Chromium Topps Finest Cards by renowned production illustrator Ralph McQuarrie, and six Mini-Poster Art cards, featuring the finest of the movie poster one-sheet art, straight from the Lucasfilm Archives.

Each pack contains nine super-premium cards, with each pack carrying a suggested retail price of $1.99.

COMIC IMAGES' COLLECTIBLES

Comic Images releases *Species* Collector Cards in June, a 90-card photographic series based on MGM's new science fiction film.

The full-color card backs will reveal the complete story of the film, along with behind-the-scenes information on production, stars, etc.

Chase cards include six "superstar of the film" Chromium Cards, a metallic random insert. A rare three-card subset featuring Sil, the alien star of the movie, will be randomly inserted. One uncut sheet of six special cards not appearing within the series will be included in each case. A Limited Edition Medallion Card, uniquely designed and numbered with a certificate of authenticity, will be randomly inserted in the series.

Each 10-card set carries a suggested retail price of 79-99 cents.

Comic Images will also release The Best of Raya Collector Cards in June, featuring Luis Royo's science fiction and fantasy style of art.

Bonuses include six MagnaChrome metallic chase cards, autographed cards (only 500 of these randomly inserted cards will be available), a Limited Edition Medallion Card and a three-card MagnaChrome "Creatures" subset.

The seven-card packs carry a suggested retail price of $1.89-$2.29 per pack.

OUT OF THE SKYBOX

Star Trek: Voyager Series One Collector Cards beam down in June as the first of a two-part set.

Series One, which focuses on the premiere episode of the new hit TV show, will contain 98 cards. The second series, slated for a November release, will include summaries of each episode from the first season.

Series One bonus cards include an Emergency Holographic Doctor Program Card, nine Spectra character cards, an exchange card for the new SkyMotion card featuring the U.S.S. Voyager, and three offer cards for Expand-a-Cards, which are fold-out cards.

Featuring full UV coating, each eight-card pack has a suggested retail price of $1.49.

SkyBox unveils Disney Premium Collector Cards in June, featuring Mickey Mouse, Minnie Mouse, Donald Duck, Daisy Duck, Goofy and Pluto. The ultra-premium series will include high-resolution artwork and stills from classic Disney shorts and archival art. All cards will include a gold foil-stamped border and will be completely UV-coated.

The 80-card series will also include a seven-card Classic Movie Posters subset and a six-card Classic Comic Covers subset.

There will be two levels of bonus cards: nine SilverScreen cards, featuring Disney's most notorious villains, and two special foil-enhanced hologram cards. Packs will each contain six cards and carry a suggested retail price of $2.99.

NEW CHAOS! NEWS

We've got new info on Evil Ernie's 100-card mega-premium, Glow-in-the-Dark Chromium card set, which rips through stores in June. Subsets will include the popular Lady Death triptych cards, and chase cards will include work by—in addition to Steven Hughes, Val Semeiks and Jim Balent—a mystery guest artist. Plus, one thousand cards will be autographed by EE creators Brian Pulido and Steven Hughes. Pricing information was unavailable for the eight-card packs.

All this good stuff was compiled by the always-willing Wizard freelancer Buddy Scalera and randomly selected members of the always-working Wizard staff.

™ & © Twentieth Century Fox Film Corporation

The X-Files cord set from Topps.

™ & © Lucasfilm Ltd.

Rebels beware! *The Empire Strikes Back* Widevision cards from Topps are coming.

BATMAN™ METAL FOREVER
BATMAN FOREVER
BATMAN™
BATMAN™ METAL FOREVER
LATE MAY 1995
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BATMAN™ METAL FOREVER
THE METAL PROCESS
Hand-engraved and metallized foil, stamped and laminated on every card! BATMAN™ FOREVER in all the glory that is Metal™!
1 Original artwork pencilled by DC Comics' finest Batman™ artists, including Paul Gulacy and Phil Jimenez.
2 Computer special effects created by the industry's most talented computer illustrators, including Simon Erich, Regie Milburn, and Jung Choi.
3 Hand-engraved, metallized foil added to form the backdrop for every card.
4 Card durability enhanced with 3-point film lamination.
BATMAN METAL FOREVER
BATMAN
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A CHASE CARD IN EVERY PACK!

Three Limited-Edition Insert Sets

SILVER FLASHERS

(One in every pack)

The original BATMAN™ FOREVER card set enhanced with silver etched foil!

GOLD BLASTERS

(Approximately one in every 3 pac[illegible])

Only the ho[illegible] BATMAN™ Fo[illegible] images fr[illegible] rich beau[illegible]

HOLOGRAMS

[illegible] Riddler,™ [illegible] Two-Face™ [illegible]ptured in 3-D [illegible]raphic imagery!

PLUS BATMAN FOREVER MOVIE PREVIEW CARDS

[illegible] one in every 6 packs)

[illegible]k-peek at this summer's [illegible] buster—BATMAN™ FOREVER!

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BATMAN FOREVER

THE STORY

Batman™ and Bruce Wayne™ are targeted for revenge by two formidable villains – Batman™ by Two-Face™ (former Gotham City District Attorney Harvey Dent™) and Bruce Wayne™ by The Riddler™ (Ed Nygma™, an inventor at Wayne Enterprises). As Batman fights both these forces, he and Bruce Wayne™ become entangled with a newcomer to Gotham City, Dr. Chase Meridian™, a psychologist who specializes in dual personalities. Joining Batman™ to bring back order to Gotham City is Robin™. Together, these two heroes fight crime with the aid of newly designed, better-than-ever costumes and high-tech equipment!

THE STARS

Val Kilmer is BATMAN™ • Tommy Lee Jones is TWO-FACE™
Jim Carrey is THE RIDDLER™ • Nicole Kidman is DR. CHASE MERIDIAN™
and Chris O'Donnell is ROBIN™

THE CARDS

Batman™ Forever and Fleer make their trading card debut together in late May 1995. This Premiere Movie Art Edition features original art based on Warner Brothers' Batman™ Forever. These are the images of Batman™ at the peak of his power, fury and brilliance. Images that have made him what he is today and what he will be ...*forever*.

FLEER
ENTERTAINMENT

"1994 CARD COMPANY OF THE YEAR"
–International Correspondence, January 1995

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the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in pink. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. The prices of some products, due to scarce availability and high demand, are listed as N.A., which stands for Not Available. A green bar indicates a new listing. **PLEASE NOTE: If a particular single card does not appear in a list of a set's single cards, it is known as a common card, and is valued at a price within the commons price range, which appears near the top of the listing.**

ADVENTURES OF BATMAN & ROBIN

SKYBOX 1995

Full Set (90)	$14.00
Unopened Box	32.00
3-Card Dark Knight Set	45.00
9-Card Foil Set	60.00
12-Card Pop-Up Set	6.00
Single Cards	.20-.30
Single Dark Knights	15.00
Single Foils	7.00
Single Pop-Ups	.50

BATMAN

Movie, Series 1
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$12.00
Unopened Box	9.00
Single Cards	.05-.10
Single Stickers	.25-.30
Glossy Set	30.00

Movie, Series 2
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$9.00
Unopened Box	6.00
Single Cards	.05-.10
Single Stickers	.15-.20
Glossy Set	30.00

BATMAN: THE ANIMATED SERIES

Series 1
TOPPS 1993

Full Set (100)	$13.00
Unopened Box	25.00
6-Card Cel Set	48.00
Single Cards	.15-.20
Single Cels	8.00

Series 2
TOPPS 1994

Full Set (100)	$12.00
Unopened Box	30.00
4-Card Cel Set	45.00
Single Cards	.10-.15
Single Cels	11.50

BATMAN RETURNS

TOPPS 1992

Full Set (88)	$5.00
Unopened 8ox	8.00
Single Cards	.05-.10
Stadium Insert Cards Set (A-J)	2.00
Single Inserts	.25

BATMAN RETURNS

STADIUM CLUB 1992

Full Set (100)	$8.00
Unopened Box	15.00
Single Cards	.05-.15

BATMAN: RIDDLER'S BACK

TOPPS 1966

Full Set (38)	$160.00
Unopened Box	N.A.
Decoder	10.00
Single Cards	4.00-4.75

BATMAN: SAGA OF THE DARK KNIGHT

SKYBOX 1994

Full Set (100)	$12.00
Unopened Box	32.00
Commons	.15-.60
1 Saga of the Dark Knight	.75
19 Dick Grayson	.75
21 Nightwing	.75
25 Tim Drake	.75
46 The Joker	.75
47 Catwoman	.75
84 The Broken Bat	.75
SkyDisc	75.00

Spectra-Etch

Full Set (5)	$55.00
Single Spectra-Etch Cards	11.00

BEAVIS & BUTT-HEAD

FLEER ULTRA 1994

Full Set (150)	$32.00
Unopened Box	48.00
Single Cards	.20-.30
10-Card Scratch 'n' Sniff Set	30.00
Single Scratch 'n' Sniffs	3.00

BONE

COMIC IMAGES 1994

Full Set (90)	$8.00
Unopened Box	30.00
3-Card Cover Art Set	60.00
6-Card Chromium Set	48.00
Single Cards	.10-.15
Single Cover Art Cards	20.00
Single Chromiums	8.00
Medallion Card	25.00
Autographed Sketch Card	100.00

CONAN

Series 1, All Chromiums
COMIC IMAGES 1993

Full Set (100)	$70.00
Unopened 8ox	100.00
Full Holochrome Set (100)	900.00
Full Prism Set (6)	45.00
Single Cards	.30-.50
Single Holochromes	10.00
Single Prisms	8.75

Series 2, All Chromiums
COMIC IMAGES 1994

Full Set (90)	$30.00
Unopened Box	55.00
6-Card Full Prism Set	45.00
3-Card Foil Set	60.00
Single Cards	.30-.40
Single Prisms	7.50
Single Foils	20.00
Medallion Card	25.00

THE CROW

KITCHEN SINK 1994

Full Set (100)	$10.00
Unopened 8ox	45.00
6-Card Chromium Set	90.00
10-Card Crow Vision Set	50.00
Single Cards	.10-.15
Single Chromiums	15.00
Single Vision Cards	5.00

DC BLOODLINES

SKYBOX 1993

Full Set (81)	$8.00
Unopened Box	15.00
4-Card Superman Embossed Set	35.00
Superman Exchange Card	10.00
Redeemed Superman Card	16.00
Single Cards	.05-.10
Single Superman Embossed Cards	9.00

DC COSMIC CARDS

SKYBOX 1992

Full Set (180)	$8.00
Unopened Box	13.00
Box Set (4,500 ed.)	35.00
Commons	.05-.30
9 Modern Age Green Lantern	.75
16 Golden Age Superman	.60
17 Silver Age Superman	.75
18 Modern Age Superman	1.00
27 Modern Age Luthor	.60
65 Nightwing	.75
120 Lobo	1.50
128 Darkseid	.60

Holograms

Full Set (10)	$25.00
DH1 Clark Kent & Lois Lane	7.00
DH2 Darkseid	3.50
DH3 Deathstroke the Terminator	3.50
DH4 Flash	3.25
DH5 Green Lantern	3.75
DH6 Hawkman	3.25
DH7 Lobo	3.75
DH8 Superman	7.00
DH9 Wonder Woman	3.25
DH10 Wavender	3.50

DC COSMIC TEAMS CARDS

SKYBOX 1993

Full Set (150)	$8.00
Unopened 8ox	13.00
Commons	.15-.30
37 Superman	1.75
44 Green Lantern	1.00
45 Flash	1.00
59 Nightwing	1.00
80 Lobo	2.00
114 Death	2.00
119 Sandman	2.00
131 Luthor II	1.00
134 Doomsday	1.50
146 The Ray	.85

Holograms

Full Set (6)	$28.00
Single Holograms	4.50
DCH13 Lobo	6.00
DCH15 Superman	6.00

DC MASTER SERIES

SKYBOX 1994

Full Set (90)	$12.00
Unopened 8ox	40.00
Commons	.30-.50
1 Superman	2.00
2 Supergirl	.60
3 Superboy	1.00
4 Steel	.75
6 Lex Luthor II	.75
7 The Eradicator	.75
9 Doomsday	1.00
13 Live Wire	.60
14 Saturn Girl	.60
15 Cosmic Boy	.60
20 Captain Atom	.60
22 Martian Manhunter	.60
23 Nightwing	1.25
26 Arsenal	.60
28 8atman (Original)	2.00
29 Robin	1.25
30 Batman/Azrael	1.50
31 Bane	.75
33 Joker	.85
35 Catwoman	1.00
36 Two-Face	.75
37 Monarch	.75
42 Darkseid	.75
46 Green Lantern (Kyle)	1.25
47 Alan Scott	.60
50 Hal Jordan	1.00
53 Flash	1.25
54 Max Mercury	.60
55 Spectre	1.25
62 Lobo	1.25
64 Green Arrow	.75
70 Aquaman	1.25
71 Huntress	.60
72 Atom	.60
73 Damage	.60
78 The Ray	1.00
82 Hawkman	.75
83 Hawkwoman	.60
85 Wonder Woman	.75
86 8lue Beetle & Booster Gold	.60
89 Shazam!	.75
90 Checklist	.60
Superman SkyDisc	80.00

Foils

Full Set (4)	$40.00
1 Wonder Woman	10.00
2 Aquaman	10.00
3 Green Arrow	10.00
4 Hawkman	10.00

Spectra-Foils

Full Set (5)	$100.00
1 Kyle Rayner/Evil Hal Jordan	19.00
2 8atman/Joker	21.00
3 Superman/Doomsday	21.00
4 Flash/Reverse-Flash	20.00
5 Lobo/Lobo	19.00

DC VERTIGO

SKYBOX 1995

Full Set (90)	$15.00
Unopened Box	50.00
6-Card Gold Foil Set	80.00
Single Cards	.25-.35
Single Gold Foils	13.50
Death SkyDisc	80.00

DEATHMATE-VALIANT

PYRAMID 1993

Full Set (110)	$9.00
Unopened Box	16.00
6-Card Players of D'mate Set	25.00
8-Card Transitions Set	35.00
2-Card Light F/X Set	30.00
Single Cards	.15-.20
Single Players Cards	5.00
Single Transitions Cards	4.50
Single Light F/X Cards	15.00

EMPIRE STRIKES BACK

Series 1
TOPPS 1980

Full Set (132 Cards/33 Stickers)	$30.00
Unopened Box	45.00
Single Cards	.10-.15
Single Stickers	.35-.45

Series 2
TOPPS 1980

Full Set (132 Cards/33 Stickers)	$28.00
Unopened 8ox	42.00
Single Cards	.10-.15

"Hey, great! With this mask on, no one will recognize me!" SkyBox's DC Cosmic Teams set.

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the card price guide

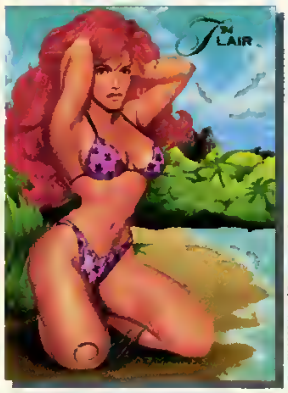
Single Stickers 35-45

Series 3
TOPPS 1980
Full Set (BB Cards/22 Stickers) $30.00
Unopened Box 70.00
Single Cards 20-.25
Single Stickers ..... .40-.50

FLAIR MARVEL

FLEER 1994
Full Set (150) $65.00
Unopened Box 85.00
Commons 60-1.00
2 The Incredible Hulk 1.75
3 With Great Power 1.75
4 God of Thunder 1.75
5 Spider-Man 2.00
10 Xavier 1.50
14 Man Without Fear 1.50
15 Scorpion vs. Spider-Man 1.50
16 Captain America 1.75
22 Spider-Man vs. G. Goblin 1.50
25 Dr. Doom 1.50
33 The Punisher 1.25
34 Wolverine vs. Hulk 1.75
38 White Queen 1.25
41 Days of Future Past 1.50
43 The Trial of Mr. Fantastic 1.25
48 The Black Costume 1.75
49 Puma vs. Spidey 1.50
51 Iceman 1.25
55 The Creation of Archangel 1.25
57 The Wedding 1.50
61 Venom 2.00
77 The New Hulk 1.75
82 Child of the Future 1.75
83 X-Factor 1.50
84 Blue & Gold 1.75
86 Omega Red vs. Wolverine 1.75
88 Carnage 1.50
94 Spider-Man 2099 ..... 1.50
100 Lethal Protector 2.00
104 Maximum Carnage 1.50
107 Psylocke 1.25
112 Cable 2.00
114 Gambit & Rogue 1.50
118 Wolverine Defeated 2.00
119 Bone Claws 2.00
120 Magneto Returns 1.75
121 Xavier vs. Magneto 1.50
129 Sabretooth Surrenders 1.75
130 Venom: The Madness 1.75
135 Carnage 1.75
140 Venom Lives 1.75
141 Cyclops 1.50
142 Jean Grey 1.25

"See, you can hardly notice the scars. A couple more hormone shots, and the woman inside me will finally be free." Fleer's 1994 Flair Marvel set.



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143 Bishop 1.50
145 Rogue 1.50
148 Wolverine 2.00
149 Havok 1.25

Power Blasts
Full Set (18) $95.00
Single Power Blasts 5.00
1 Cable 9.00
2 Cyclops 6.00
4 Magneto 9.00
6 Storm 6.00
7 Venom 8.00
8 Wolverine 9.00
9 Ghost Rider 6.00
12 Gambit 9.00
15 Spider-Man 8.00
18 Dr. Doom 6.00

FLAIR MARVEL ANNUAL

FLEER 1995
Full Set (150) $50.00
Unopened Box 80.00
1 Jean Grey ..... .85
2 Nightcrawler ..... .75
3 Psylocke ..... .75
4 Gambit 1.50
5 Storm ..... .85
6 Iceman ..... .75
7 Colossus ..... .75
8 Beast ..... .75
9 Cyclops ..... .85
10 Sabretooth 1.50
11 Synch ..... .60
12 Emma Frost ..... .75
13 Jubilee ..... .75
14 Skin ..... .60
15 Legion ..... .75
16 X-Treme ..... .50
17 Cable 1.25
18 Omega Red ..... .60
19 D'Spayre ..... .50
20 Nimrod ..... .50
21 Shatterstar ..... .50
22 Phalanx ..... .50
23 Random ..... .50
24 Wolfsbane ..... .50
25 Multiple Man ..... .50
26 Polaris ..... .50
27 Mr. Sinister ..... .75
28 Havok ..... .60
29 Forge ..... .60
30 Guido vs. Blob ..... .50
31 Mystique ..... .60
32 Phoenix ..... .50
33 Britannic ..... .50
34 Douglock ..... .50
35 Legacy Virus ..... .50
36 Kitty Pryde ..... .60
37 Tapestry ..... .50
38 Lady Deathstrike ..... .50
39 Broken Claws 1.50
40 Final Sanction 1.50
41 Healing Factor 1.50
42 Rogue ..... .85
43 Belladonna ..... .50
44 Nathan Dayspring 1.25
45 Apocalypse ..... .75
46 Bishop ..... .75
47 Deadpool ..... .60
48 Juggernaut ..... .60
49 Spider-Man ..... .85
50 Lifetheft ..... .85
51 Pursuit ..... .85
52 Hobgoblin ..... .60
53 Bloody Mary ..... .50
54 Facade ..... .50
55 Mary Jane ..... .60
56 Demogoblin ..... .50
57 The Shrieking ..... .50
58 Green Goblin ..... .75
59 Grim Hunter ..... .50
60 Scarlet Spider ..... .85
61 Power & Responsibility ..... .75
62 Judas Traveller ..... .50
63 Puma ..... .50
64 Vulture ..... .50
65 Scarlet Spider vs. Venom ..... .75
66 Venom 1.25
67 Nights of Vengeance ..... .60
68 Separation Anxiety ..... .60
69 Shroud ..... .50
70 Nightwatch ..... .50
71 Black Cat ..... .60
72 Annex ..... .50
73 Solo ..... .50
74 Elektra ..... .75
75 Daredevil ..... .75
76 Invisible Woman ..... .60
77 Galactus ..... .50
78 Dark Raider ..... .50
79 Human Torch ..... .60
80 Franklin Richards ..... .50
81 Thing ..... .60
82 Hulk ..... .85
83 Loss of a Friend ..... .75
84 Savage Hulk ..... .85
85 Namor ..... .75
86 Darkhawk ..... .50
87 Blackwulf ..... .50
88 Llyron ..... .50
89 Silver Sable ..... .50
90 Dr. Druid ..... .50
91 Moon Knight ..... .50
92 ClanDestine ..... .50
93 Thor 2099 ..... .50
94 Punisher 2099 ..... .50
95 Ravage 2099 ..... .50
96 Spider-Man 2099 ..... .75
97 Ghost Rider 2099 ..... .50
98 Xi'an ..... .50
99 Warwolf ..... .50
100 Vendetta ..... .50
101 Skullfire ..... .50
102 Bloodhawk ..... .50
103 The Specialist ..... .50
104 Metalhead ..... .50
105 Doom 2099 ..... .60
106 Hulk 2099 ..... .60
107 Captain America ..... .85
108 Americop ..... .50
109 Free Spirit ..... .50
110 Baron Zemo ..... .50
111 Thor ..... .85
112 Bloodaxe ..... .50
113 Thunderstrike ..... .50
114 Quicksilver ..... .50
115 Hercules ..... .50
116 Giant-Man ..... .50
117 Vision ..... .50
118 Strange ..... .50
119 Salome ..... .50
120 Dr. Strange ..... .60
121 Morbius ..... .50
122 Vengeance ..... .50
123 Ghost Rider ..... .75
124 Blackout ..... .50
125 Scarecrow ..... .50
126 Blade ..... .50
127 Blaze ..... .50
128 Thanos ..... .60
129 Starblast ..... .50
130 Silver Surfer ..... .85
131 Quasar ..... .50
132 Tyrant ..... .50
133 Iron Man ..... .85
134 Spider-Woman ..... .50
135 Crash & Burn ..... .50
136 Wonder Man ..... .50
137 Century ..... .50
138 Hawkeye ..... .50
139 War Machine ..... .50
140 Mandarin ..... .50
141 U.S. Agent ..... .50
142 Punisher ..... .60
143 Pariah ..... .50
144 Nova ..... .60
145 Justice ..... .50
146 Kymaera ..... .50
147 Sphinx ..... .50
148 Shatterforce ..... .50
149 Night Thrasher ..... .50
150 Checklist ..... .75

Power Blasts
Full Set (24) $25.00
Single Power Blasts 1.50
1 Wolverine 2.00
3 Venom 2.00
4 Rogue 1.75
5 Storm 1.75
7 Jean Grey 1.75
8 Jubilee 1.75
9 Sabretooth 2.00
11 Apocalypse 1.75
12 Beast 1.75
14 Captain America 1.75
15 Cable 2.00
16 Archangel 1.75
18 Iceman 1.75
20 Thor 1.75

Chromiums
Full Set (12) $30.00
Single Chromiums 2.50
1 Spider-Man 3.00
5 Hulk 2.75
7 Gambit 3.00
8 Cyclops 2.75
10 Bishop 2.75
12 Colossus 2.75

Holoblasts
Full Set (12) $40.00
Single Holoblasts 3.00
1 Wolverine vs. Cyber 3.50
3 Spider-Man vs. Scarlet Spider 4.00
4 Cable vs. Nimrod 3.50
6 Venom vs. Demogoblin 3.50
12 Gambit vs. Sabretooth 4.00

Duo-Blasts
Full Set (3) $15.00
1 Spider-Man & Scarlet Spider 5.50
2 Punisher 2099 & Vendetta 4.50
3 Iron Man & War Machine 4.50

IMAGE UNIVERSE

TOPPS FINEST 1995
Full Set (90) $25.00
Unopened Box 55.00
Single Cards ..... .20-.30
6-Card Clear Zone Set 48.00
6-Card "I" HoloChrome Set 48.00
6-Card "D" HoloChrome Set 48.00
Single Clear Zones 8.00
Single "I" Cards 8.00
Single "D" Cards 8.00

LADY DEATH

KROME 1994
Full Set (100) $32.00
Unopened Box 60.00
Mystery Card 20.00
Brian Pulido Signed Card 40.00
Commons ..... .20-.35
1 Lady Death ..... .50
2 Hope ..... .40
3 Evil Ernie ..... .40
7 Purgaton ..... .40
31 Biker from Hell ..... .40
34 Blood Beach ..... .40
35 Moon Tan ..... .40
36 All Hallow's Eve ..... .40
37 Holiday Wishes ..... .50
38 Cover: Lady Death 1 ..... .40
39 Cover: Lady Death 2 ..... .40
40 Cover: Lady Death 3 ..... .40
41 Lady Death Swimsuit 1 ..... .40
42 Lady Death: The Reckoning ..... .40
43 Swimsuit 1 ..... .40
44 Swimsuit 2 ..... .40
45 Swimsuit 3 ..... .40
47 Tropical Death ..... .40
60 Blood Beach II ..... .40
82 Death's Star 1 ..... .40
83 Death's Star 2 ..... .40
84 Death's Star 3 ..... .40
85 Pray for Death 1 ..... .40
86 Pray for Death 2 ..... .40
87 Pray for Death 3 ..... .40
100 Checklist ..... .40

Cels
Full Set (5) $45.00
1 Steven Hughes 9.00
2 Jim Balent 9.00
3 Adam Hughes 9.00
4 Greg Capullo 9.00
5 Steven Hughes 9.00

LION KING

Series 1
SKYBOX 1994
Full Set (90) $12.00
Unopened Box 35.00
2-Card Hologram Set 90.00
9-Card Foil Embossed Set 45.00
5-Card Pop-Up Set 40.00
Single Cards 10-.15
Single Holograms 45.00
Single Foils 5.00

Single Pop-Ups 8.00
Series 2
SKYBOX 1994
Full Set (80) $12.00
Unopened Box 32.00
9-Card Thermography Set 32.00
5-Card Pop-Up Set 50.00
2-Card Foil-Bordered Set 75.00
Single Cards 10-15
Single Thermography Cards 3.50
Single Pop-Ups 10.00
Single Foils 38.00

MALIBU ULTRAVERSE

SKYBOX 1993
Full Set (100) $10.00
Unopened Box 18.00
9-Card Rookies Set 14.00
4-Card Foil-Stamped Set 16.00
2-Card Ultraverse Ultras set 19.00
Single Cards ..... .05-.15
Single Rookies 2.00
Single Foil-Stamped Cards 4.50
Single Ultraverse Ultra Card 10.50

MALIBU ULTRAVERSE 2: ORIGINS

SKYBOX 1994
Full Set (90) $10.00
Unopened Box 30.00
Commons ..... .15-.75
7 Firearm 1.25
9 Hardcase 1.50
11 Mantra 1.25
12 The Night Man 1.00
16 Prime 1.50
17 Prototype 1.25
20 Sludge 1.00
55 Prime 1.50
58 The Strangers 1.00
62 Hardcase 1.25
66 Hardcase/Aladdin 1.00
68 Prime/Hardcase 1.00
72 Darkwave/Prime 1.00

Bonus Cards
Full Set (9) $60.00
Single Bonus Cards 7.00
UB1 Mantra 13.00
UB2 Yrial 9.00

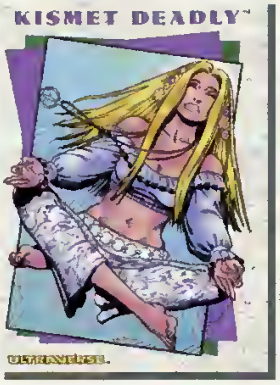
MARS ATTACKS ARCHIVES

TOPPS 1994
Full Set (90) $25.00
Full 1st Day Set 125.00
Unopened Box 38.00
4-Card Foil Set 40.00
Single Cards ..... .15-.30
Single Foils 10.00
Signed Card 50.00
Send-Away Gold Comic 35.00

MARVEL MASTERPIECES

SKYBOX 1992
Full Set (100) $45.00
Tin Set 70.00
Unopened Box 110.00
Commons ..... .50-.85
1 Blob 1.75
6 Bishop 2.00
7 Beast 2.50
8 Archangel 2.50
9 Apocalypse 2.25
11 Daredevil 2.50
13 Cyclops 3.00
14 Colossus 2.50
16 Captain America 3.00
22 Elektra 2.00
24 Dr. Strange 2.00
26 Dr. Doom 3.00
29 Gambit 4.00
31 Human Torch 2.00
32 Hulk 2.50
35 Havok 2.00
36 Green Goblin 1.75
37 Ghost Rider 1.50
38 Iron Man 2.50
39 Invisible Woman 2.00
40 Iceman 2.50
46 Jean Grey 2.50
49 Magneto 4.00
57 Namor 2.50
59 Mr. Fantastic 2.00

"Gotta keep on, keep on, keep on, keep on, dancing all through the night..." SkyBox's Malibu Ultraverse set, from 1993



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62 Nightcrawler 2.50
65 Psylocke 2.50
66 Professor X 3.00
67 Phoenix 2.00
68 Nova 1.50
73 Punisher 1.50
74 Shatterstar 2.00
75 Shadowcat 1.50
78 Sabretooth 4.00
79 Rogue 3.00
85 Strong Guy 1.50
86 Storm 2.50
87 Spider-Man 4.00
90 Silver Surfer 2.50
91 Thing 2.00
92 Thor 2.50
94 Wolverine 4.00
95 White Queen 2.00
97 Venom 4.00

Spectra-Etch
Full Set (5) $55.00
1-D Thing vs Hulk 13.00
2-D Silver Surfer vs. Thanos 12.00
3-D Wolverine vs. Sabretooth 16.00
4-D Spider-Man vs Venom 16.00
5-D Capt America vs Red Skull 12.00

MARVEL MASTERPIECES

(Series 2)
SKYBOX 1993
Full Set (90) $20.00
Unopened Box 50.00
Commons 30-1.00
1 Hulk 2.00
2 Human Torch 1.75
3 Thor 2.00
4 Iron Man 1.75
5 Spider-Man 2.50
6 Wolverine 2.50
7 Cyclops 2.00
9 Namor 1.75
10 Storm 1.75
11 Silver Surfer 1.75
14 Thing 1.75
15 Captain America 2.00
16 Archangel 1.75
17 Beast 1.50
18 Cable 2.50
19 Carnage 1.75
21 Doctor Doom 1.75
22 Daredevil 1.75
24 Psylocke 1.50
27 Rogue 1.75
28 Sabretooth 2.50
31 Gambit 2.75
38 Colossus 1.75
39 Magneto 2.75
41 Spider-Man 2099 ..... 1.75
45 Venom 2.50
57 Bishop 1.75
60 Mystique 1.50
72 Nightcrawler 1.75
75 Jean Grey 1.75

Dyna-Etch
Full Set (8) $60.00
S1 Meanstreak 8.75
S2 Cerebra 8.75

"Rharghh! This Deal-A-Meal thing sucks! And now I've got the trots!" SkyBox's 1993 Marvel Masterpieces.

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S3 Krystalin 8.75
S4 Metalhead 8.75
S5 Serpentina 8.75
S6 Bloodhawk 8.75
S7 Skullfire 8.75
S8 Xi'an 8.75

MARVEL MASTERPIECES

FLEER 1994
Full Set (140) $22.00
Unopened Box 50.00
Full Signature Set (140) 100.00
Commons ..... .30-.50
1 Apocalypse ..... .60
2 Archangel ..... .60
3 Beast ..... .60
4 Bishop ..... .60
17 Cable 1.25
18 Captain America 1.00
20 Carnage 1.00
24 Colossus ..... .60
25 Cyclops ..... .75
26 Daredevil ..... .75
31 Dr. Doom ..... .75
34 Elektra ..... .60
41 Gambit 1.25
42 Ghost Rider ..... .60
45 Jean Grey ..... .60
48 Havok ..... .60
50 Hulk ..... .75
52 Human Torch ..... .60
54 Iceman ..... .60
55 Invisible Woman ..... .60
56 Iron Man ..... .75
58 Jubilee ..... .60
70 Magneto 1.00
76 Mr. Fantastic ..... .60
81 Namor ..... .75
84 Nightcrawler ..... .75
90 Professor X ..... .60
93 Psylocke ..... .60
94 Punisher ..... .60
101 Rogue ..... .60
102 Sabretooth 1.00
106 Shadowcat ..... .60
107 Shatterstar ..... .60
111 Silver Surfer ..... .60
115 Spider-Man 1.00
116 Spider-Man 2099 ..... .75
118 Storm ..... .60
123 Thing ..... .60
124 Thor ..... .75
131 Venom 1.25
136 White Queen ..... .60
137 Wolverine 1.25

Holofoils
Full Set (10) $22.00
Single Holofoils 2.00
1 Captain America 2.25
2 Carnage 3.25
3 Daredevil 2.25
4 Hulk 2.25
5 Iron Man 2.25
8 Spider-Man 3.50
9 Venom 3.50

Power Blasts
Full Set (9) $50.00
Single Power Blasts 5.00
3 Cable 6.00
4 Cyclops 5.50
5 Gambit 6.00
6 Magneto 6.00
7 Rogue 6.00
8 Sabretooth 6.00
9 Wolverine 6.00

MARVEL METAL

FLEER 1995
Full Set (138) $40.00
Unopened Box 70.00
Full Silver Flasher Set (137) 160.00
Single Flashers each: 3-5X reg card price
1 Beast ..... .30
2 Bishop ..... .30
3 Cyclops ..... .40
4 Gambit ..... .50
5 Holocaust ..... .25
6 Jean Grey ..... .30
7 Nightcrawler ..... .30
8 Sunfire ..... .25
9 Weapon X ..... .50
10 Black Widow ..... .25
11 Captain America ..... .40
12 Giant-Man ..... .25
13 Thor ..... .40
14 Thunderstrike ..... .30
15 Vision ..... .25
16 Galactus ..... .25
17 Nebula ..... .25
18 Silver Surfer ..... .40
19 Thanos ..... .30
20 Tyrant ..... .25
21 Warlock ..... .30
22 Hawkeye ..... .30
23 Iron Man ..... .40
24 Mandann ..... .25
25 Scarlet Witch ..... .25
26 Spider-Woman ..... .25
27 War Machine ..... .30
28 Daredevil ..... .40
29 Deathlok ..... .25
30 Elektra ..... .30
31 Hulk ..... .40
32 Human Torch ..... .30
33 Invisible Woman ..... .30
34 Mephisto ..... .25
35 Modok ..... .25
36 Mr. Fantastic ..... .30
37 Namor ..... .40
38 Puppet Master ..... .25
39 She-Hulk ..... .30
40 Silver Sable ..... .25
41 Super Skrull ..... .25
42 Thing ..... .30
43 Bloodhawk ..... .25
44 Brimstone Love ..... .25
45 Doom 2099 ..... .30
46 Ghost Rider 2099 ..... .30
47 Hulk 2099 ..... .30
48 Junkpile ..... .30
49 Meanstreak ..... .30
50 Punisher 2099 ..... .30
51 Ravage 2099 ..... .25
52 Skullfire ..... .30
53 Spider-Man 2099 ..... .40
54 Vendetta ..... .30
55 Xi'an ..... .30
56 Blade ..... .25
57 Blaze ..... .25
58 Dr Strange ..... .30
59 Ghost Rider ..... .30
60 Morbius ..... .25
61 Strange ..... .25
62 Vengeance ..... .25
63 Firestar ..... .25
64 Justice ..... .25
65 Kymaera ..... .25
66 Night Thrasher ..... .30
67 Nova ..... .30
68 Rage ..... .25
69 Punisher ..... .30
70 Black Cat ..... .25
71 Carnage ..... .40
72 Dr Octopus ..... .25
73 Judas Traveller ..... .25
74 Rhino ..... .25
75 Scarlet Spider ..... .40
76 Scorpion ..... .25
77 Shocker ..... .25
78 Spider-Man ..... .50
79 Stunner ..... .25

the card price guide

80 Venom 50
81 Vulture 25
82 Apocalypse 30
83 Archangel 40
84 Banshee 30
85 Beast 30
86 Bishop .30
87 Boomer 30
88 Cable 50
89 Chamber 30
90 Colossus 30
91 Cyclops 40
92 Deadpool .30
93 Domino .25
94 Gambit 50
95 Cannonball .30
96 Iceman .40
97 Jean Grey 40
98 Jubilee 30
99 Juggernaut 30
100 Omega Red 30
102 Longshot .25
103 M 30
104 Magneto 50
105 Mondo .30
106 Mr Sinister 30
107 Mystique 30
108 Nightcrawler 30
109 Penance .30
110 Phoenix 30
111 Professor X 30
112 Psylocke .30
113 Random .30
114 Rogue .40
115 Sabretooth .50
116 Sauron .25
117 Shadowcat 30
118 Skin 30
119 Storm 40
120 Strong Guy 30
121 Stryfe .30
122 Synch 30
123 Warpath 25
124 White Queen 40
125 Wolverine 50
126 Beast .40
127 Cable 50
128 Dr. Doom 30
129 Fantastic Four 30
130 Iron Man .40
131 Kraven 25
132 Rogue 40
133 Silver Surfer 40
134 Spider-Man 50
135 Storm 40
136 Venom .50

"Yes...yes...I've done it! I'll call it Crystal Pepsi, and I'll be rich...*rich!*" Marvel Universe series 3 from SkyBox.

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137 Wolverine .50
138 Checklist .30

Gold Blasters
Full Set (18) $40.00
1 Cable 2.50
2 Captain America 2.25
3 Cyclops 2.25
4 Gambit 2.50
5 Hulk 2.25
6 Human Torch 2.00
7 Iron Man 2.25
8 Jean Grey 2.00
9 Punisher 2.00
10 Rogue 2.25
11 Silver Surfer 2.25
12 Spider-Man 2.50
13 Storm 2.25
14 Thing 2.00
15 Thor 2.25
16 Venom 2.50
17 War Machine 2.00
18 Wolverine 2.50

Metal Blasters
Full Set (18) $30.00
1 Cable 2.00
2 Captain America 1.50
3 Cyclops 1.75
4 Gambit 2.00
5 Hulk 1.50
6 Human Torch 1.50
7 Iron Man 1.50
8 Jean Grey 1.50
9 Punisher 1.50
10 Rogue 1.75
11 Silver Surfer 1.50
12 Spider-Man 2.00
13 Storm 1.50
14 Thing 1.50
15 Thor 1.50
16 Venom 2.00
17 War Machine 1.50
18 Wolverine 2.00

MARVEL UNIVERSE (Series 1)

IMPEL (SKY8OX) 1990
Full Set (162) $50.00
Tin Set (4,000 ed.) 195.00
Unopened Box 110.00
Diamond Previews Uncut Sheet 25.00
Commons 35-.75
1 Captain America 2.00
2 Spider-Man (black costume) 2.50
3 Hulk 1.75
4 Daredevil 1.75
7 Professor X 1.75
8 Cyclops 2.00
9 Marvel Girl 1.75
10 Wolverine 3.50
16 Sub-Mariner 1.75
17 Hulk (gray) 1.75
18 Thor 1.75
21 Archangel 1.50
22 Iceman 1.50
23 Wolverine (orig. costume) 3.50
24 Storm 1.75
29 Spider-Man 3.25
30 Cosmic Spider-Man 1.75
32 Silver Surfer 1.75
34 Dr. Strange 1.25
35 Havok 1.50
36 Colossus 2.00
37 Wolverine (patch) 3.25
38 Nightcrawler 1.50
41 Rogue 2.00
42 Iron Man 1.75
46 Beast 1.50
48 Storm (old costume) 1.75
57 Sabretooth 3.50
60 Dr Doom 1.75
63 Magneto 3.50
65 Mr. Sinister 1.50
73 Venom 3.50
79 Thanos 1.25
82 Ghost Rider 3.00
83 Deathlok 1.25
85 New Warriors 1.25
119 Wolverine vs. Sabretooth 2.00
139 X-Men 2.00
140 X-Men (old team) 2.00
143 X-Factor 1.50
144 Excalibur 1.50
156 Magneto 2.50
160 Wolverine 2.50

Holograms
Full Set (5) $65.00
MH-1 Cosmic Spider-Man 12.75
MH-2 Magneto 11.75
MH-3 Silver Surfer 12.75
MH-4 Wolverine 18.00
MH-5 Spidey vs. Green Goblin 11.75

MARVEL UNIVERSE (Series 2)

SKY8OX 1991
Full Set (162) $35.00
Tin Set (7,500 ed.) 110.00
Unopened 8ox 60.00
Diamond Previews Uncut Sheet 19.00
Commons 20-.75
1 Spider-Man 3.00
4 Marvel Girl 1.25
8 Iceman 1.25
11 Nightcrawler 1.25
15 Cable 4.00
17 Gambit 3.50
18 Psylocke 1.50
27 Havok 1.25
36 Banshee 1.25
38 Jubilee 1.25
39 Ghost Rider 1.25
40 Beast 1.00
42 Rogue 1.50
45 Silver Surfer 1.25
46 Storm 1.25
47 Archangel 1.25
48 Thor 1.25
50 Wolverine 3.00
51 Cyclops 1.50
53 Hulk 1.50
54 Captain America 1.50
56 Sabretooth 3.00
57 Magneto 3.00
58 Venom 3.00
88 Dr. Doom 1.50
91 Spider-Man/Venom 1.75
93 Wolverine/Sabretooth 1.75
106 X-Men/Sentinels 1.50
108 Wolverine/Hulk 1.75
112 Spider-Man/Lizard 1.50
117 X-Men/Marauders 1.50
125 X-Men/Magneto 1.75
138 Wolverine's Claws 1.75
148 X-Force 1.25
153 X-Men 1.50
154 X-Factor 1.25
155 Excalibur 1.25

Holograms
Full Set (5) $30.00
H-1 Spider-Man 8.00
H-2 Hulk 5.00
H-3 Punisher 6.00
H-4 Dr. Doom 7.00
H-5 FF vs. The Mole Man 6.00

MARVEL UNIVERSE (Series 3)

SKY8OX 1992
Full Set (200) $18.00
Tin Set (10,000 ed.) 59.00
Unopened 8ox 30.00
Diamond Previews Uncut Sheet 9.50
Capital City Venom Holo Promo 6.00
Commons .15-.75
1 Spider-Man 2.75
4 Gambit 2.75
6 Beast 1.25
15 Silver Surfer 1.25
22 Nightcrawler 1.25
27 Iceman 1.25
30 Storm 1.25
37 Captain America 1.25
38 Wolverine 3.00
41 Professor X 1.25
46 Colossus 1.25
50 Cable 3.00
51 Psylocke 1.25
63 Archangel 1.25
64 Rogue 1.50
66 Jean Grey 1.25
68 Cyclops 1.50
70 Havok 1.25
74 Spider-Man & Wolverine 1.50
75 Wolverine & Capt. America 1.50
76 Wolverine & Hulk 1.50
77 Wolverine & Cable 1.50
88 Wolverine, Punisher, & G. Rider 1.50
108 Venom 2.75
111 Dr. Doom 1.50
112 Magneto 2.75
114 Green Goblin 1.50
120 Carnage 1.50
129 Sabretooth 3.00
146 Bishop 1.25
162 Spider-Man 2.00
164 Wolverine 2.00
179 X-Men Gold 1.50
182 X-Men Blue 1.50

Holograms
Full Set (5) $25.00
Single Holograms 5.00
H-1 Hulk 6.00
H-3 Wolverine 6.00
H-4 Venom 6.00

MARVEL UNIVERSE (Series 4)

SKY8OX 1993
Full Set (180) $12.00
Unopened Box 20.00
Commons .10-.50
1 Hulk 1.00
31 Sabretooth 2.00
35 Cable 2.00
42 Nightcrawler .85
43 Havok .85
44 Psylocke .85
55 Venom 2.00
57 Carnage 1.75
59 Spider-Man 2.00
79 Dr Doom 1.00
109 Storm 1.00
110 Archangel 1.00
111 Beast .85
112 Rogue 1.00
113 Magneto 2.00
114 Gambit 2.00
115 Cyclops 1.50
116 Wolverine 2.00
117 Bishop 1.00
136 Origin of Wolverine 1.25
137 Origin of Cable 1.25
140 The Fate of the X-Men .85
143 Spider-Man's Parents' Secret .85
149 Wolverine vs. Sabretooth 1.25
152 Spider-Man vs. Venom 1.25
165 Spider-Man vs. Juggernaut 1.25
H-IV Spidey vs. Venom H'gram 45.00

Foils
Full Set (9) $38.00
Single Foils 4.50
1 Doom 2099 5.75
5 Spider-Man 2099 6.50
6 Punisher 2099 5.75
7 The Specialist 5.75
8 Deathstryke 5.75
9 Tiger Wylde 5.75

MARVEL UNIVERSE

FLEER 1994
Full Set (200) $20.00
Unopened 8ox 50.00
Commons 15-.50
1 Spider-Man 1.25
2 Venom 1.25
4 Wolverine 1.50
5 Gambit 1.50
6 Silver Surfer 1.00
7 Rogue .85
8 Iron Man 1.00
9 Ghost Rider .75
10 Fatal Attractions 1 .85
11 Fatal Attractions 2 .85
12 Fatal Attractions 3 .85
13 Fatal Attractions 4 .85
14 Fatal Attractions 5 .85
15 Fatal Attractions 6 .85
16 Fatal Attractions 7 .85
17 Fatal Attractions 8 .85
18 Fatal Attractions 9 .85
91 Banshee 1.00
93 Bishop 1.00
94 Cable 1.50
96 Colossus .85
97 Cyclops 1.00
100 Gambit 1.50
104 Jubilee .85
108 Mystique .75
112 Psylocke .85
114 Rogue 1.00

115 Sabretooth 1.50
120 Storm 1.00
123 White Queen .85
124 Wolverine 1.50
125 Carnage 1.25
130 Spider-Man 1.25
131 Venom 1.25
145 Captain America 1.00
150 Thor 1.00
155 Silver Surfer 1.00
161 Iron Man 1.00
184 Spider-Man 2099 .85
188 Daredevil 1.00
189 Elektra .85
190 Hulk 1.00
191 Human Torch .85
192 Invisible Woman .85
194 Namor 1.00
197 Thing .85

Holograms
Full Set (4) $40.00
Single Holograms 10.00
1 Spider-Man 11.00
2 Wolverine 11.00

Power Blasts
Full Set (9) $28.00
1 Carnage 3.50
2 Punisher 2.50
3 Ghost Rider 2.50
4 Gambit 4.00
5 Hulk 2.50
6 Spider-Man 4.00
7 Iron Man 2.50
8 Cyclops 4.00
9 Thing 2.50

Suspended Animations
Full Set (10) $40.00
Single S.A.s 4.00
1 Gambit 6.00
4 Iron Man 5.00
5 Silver Surfer 5.00
6 Spider-Man 5.00
8 Venom 6.00
10 Wolverine 6.00

THE MASK
CARDZ 1994
Full Set (110) $15.00
Unopened Box 30.00
10-Card TekChrome Set 50.00
Single Cards .15-.20
Single TekChromes 5.00

THE MAXX
TOPPS 1994
Full Set (90) $12.00
Unopened Box 35.00
4-Card Foil Set 28.00
Single Cards .10-.15
Single Foils 7.00

MIGHTY MORPHIN' POWER RANGERS
Series 1
COLLECT-A-CARD 1994
Full Set (72) $15.00
Unopened Box 40.00
72-Card Etched Foil Set 45.00
Single Cards .10-.15
Single Foils .60
Series 2
COLLECT-A-CARD 1994
Full Set (72) $12.00
Unopened Box 30.00
72-Card Etched Foil Set 45.00
Single Cards .10-.15
Single Foils .60
Series 3
COLLECT-A-CARD 1994
Full Set (72) $12.00
Unopened Box 30.00
72-Card Etched Foil Set 40.00
8-Card Cel Set 75.00
Single Cards .10-.15
Single Foils .60
Single Cel Cards 9.50
White Ranger Card 25.00

PLASM
THE RIVER GROUP 1993
Full Set (150) $10.00
Unopened Box 19.00
Tin Set 60.00
Uncut Sheet Set (5,000) 19.00
Plasm Binder (1st print) 35.00
Plasm Binder (2nd print) 15.00
8-Card Hologram Set 58.00
1-Card Hologram (From Binder) 12.00
3-Card Embossed Hologram Set 50.00
1 Embossed (From Tin Set) 12.00
Single Cards .05-.10
Single Holograms 8.00
Single Embossed Holograms 17.00
Jim Shooter Signed Card 55.00

REN & STIMPY (All Prisms)
TOPPS 1993
Full Set (50-All Prisms) $20.00
Unopened Box 35.00
4-Card Cheesy Set 15.00
50-Piece Sticker Set 35.00
Single Cards (Prisms) .30-.35
Single Cheesy Cards 4.00
Single Stickers .45-.65

RETURN OF SUPERMAN
SKYBOX 1993
Full Set (100) $12.00
Unopened Box 25.00
4-Card Foil Set 45.00
Single Cards .15-.20
Single Foil Cards 12.00

RETURN OF THE JEDI
Series 1
TOPPS 1983
Full Set (132 Cards/33 Stickers) $12.00
Unopened Box 22.00
Single Cards .05-.10
Single Stickers .10-.15
Series 2
TOPPS 1983
Full Set (88 Cards/22 Stickers) $8.00
Unopened Box 17.00
Single Cards .05-.10
Single Stickers .10-.15

THE SANDMAN
SKYBOX 1994
Full Set (90) $28.00
Unopened Box 60.00
Commons .25-.50
1 Sleep of the Just .85
8 The Sound of Her Wings .85
19 A Midsummer Night's Dream .85
50 Ramadan .75
51 Cain .60
56 The Conniphan .85
59 Nuala .60
60 Matthew the Raven .85
62 The 3 Witches .60
76 Rose Walker .75
79 Lyta Hall & Daniel .85
89 Orpheus .75
Sandman/Morpheus Hologram 65.00

Endless Gallery Bonus Cards
Full Set (7) $175.00
Single Endless cards 24.00
1 Dream/Morpheus 27.00
7 Death 27.00

THE SHADOW
TOPPS 1994
Full Set (90) $15.00
Unopened Box 38.00
4-Card Dark Horse Set 48.00
10-Card Shadow Legend Set 6.00
Single Cards .10-.15
Single Legends .60
Single Dark Horse Cards 10.00

THE SIMPSONS
TOPPS 1990
Full Set (88 Cards/22 Stickers) $12.00
Unopened Box 15.00
Single Cards .15-.25
Single Stickers .15-.25

THE SIMPSONS
SKYBOX 1994
Full Set (80 Cards/10 Tattoos) $15.00
Unopened Box 55.00
6-Card Cel Set 60.00
4-Card Glow-in-the-Dark Set 50.00
9-Card Wiggle Set 30.00
Single Itchy & Scratchy Cards .20-.25
Single Radioactive Man Cards .20-.25
Single Simpsons Cards .20-.25
Single Tattoos .20-.25
Single Cels 10.00
Single Glow-in-the-Darks 13.00
Single Wiggles 3.50

THE SIMPSONS II
SKYBOX 1994
Full Set (80) $12.00
Unopened Box 40.00
10-Card Smell-O-Rama Set 20.00
9-Card Wiggle Set 25.00
4-Card Disappearing Ink Set 60.00
4-Card Arty Art Master Series Set 120.00
Single Cards .15-.20
Single Smell-O-Rama Cards 2.00
Single Wiggles 3.00
Single Disappearing Ink Cards 15.00
Single Arty Art Cards 30.00

SKELETON WARRIORS
FLEER ULTRA 1995
Full Set (100) $15.00
Unopened Box 48.00
5-Card Glow Set 8.00
9-Card Power Blast Set 30.00
10-Card Cel Set 20.00
Single Cards .10-.20
Single Glows 1.75
Single Power Blasts 3.50
Single Cels 2.00

SPIDER-MAN
Series 1
COMIC IMAGES 1992
Full Set (90) $10.00
Unopened Box 50.00
6-Card Prism Set 95.00
Single Cards .10-.15
Single Prisms 17.50
Series 2
COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 25.00
6-Card Prism Set 40.00
Single Cards .10-.15
Single Prisms 7.00

SPIDER-MAN
FLEER 1994
Full Set (150) $15.00
Unopened Box 42.00
Commons .10-.60
1 Stick to Walls .85
13 Living Costume .85
32 Spider-Man .85
41 Spider-Man .85
46 Green Goblin .85
47 Spider-Man .85
62 Spider-Man .85
66 Carnage 1.00
67 Venom 1.00
68 Spider-Man .85
75 Spider-Man .85
82 Spider-Man & Wolverine .85
88 Spider-Man & The X-Men .85
89 Spider-Man & Venom .85
97 Spider-Man vs Venom .85
98 Spider-Man vs. Carnage .85
100 Spider-Man vs. Green Goblin .85
122 Mary Jane .85
127 Peter Parker .85

Holograms
Full Set (4) $45.00
Single Holograms 12.00

Suspended Animation
Full Set (12) $32.00
Single S.A. Cards 3.50
1 Spider-Man 4.50
4 Venom 4.50
5 Carnage 4.50
7 Spider-Man 4.50
10 Spider-Man 4.50

Suspended Animation
(12-card Magazine Jumbo)
Full Set (6) $45.00
Single S.A. Cards 8.00
1 Venom 10.00

"¡Ai! No me gusta el Cap'n Crunch con Spam Berries ¡Ay, mi estomago!" Skybox's first Simpsons set.

© & ™ 1995 Twentieth Century Fox

3 Spider-Man 10.00
6 Carnage 10.00

Suspended Animation
(11-card Wal-Mart Jumbo)
Full Set (6) $40.00
Single S.A. Cards 7.00
1 Spider-Man 10.00
6 Spider-Man 10.00

STAR TREK (TV)
TOPPS 1976
Full Set (88 Cards/22 Stickers) $275.00
Unopened Box 350.00
Single Cards 2.75-3.25
Single Stickers 3.25-3.75

STAR TREK (Movie)
TOPPS 1979
Full Set (88 Cards/22 Stickers) $34.00
Unopened Box 85.00
Single Cards .25-.30
Single Stickers .40-.45

STAR TREK III (Movie)
F.T.C.C. 1984
Full Set (60 Cards/20 Spaceships) $40.00
Unopened Box 90.00
Single Cards .45-.55
Single Spaceships .45-.55

STAR TREK IV (Movie)
F.T.C.C. 1987
Full Set (60 Cards) $35.00
Unopened Box 50.00
Single Cards .55-.65

STAR TREK 25TH ANNIVERSARY
Series 1 (#1-#160)
IMPEL/SKYBOX 1991
Full Set (160) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00

"Open...wider...wider...whoa! I'm afraid those tonsils have gotta go!" Fleer's 1994 Spider-Man set.

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the card price guide

Single Cards .05-.10
Single Holograms 9.50
Series 2 (#161-#310)
IMPEL/SKYBOX 1991
Full Set (150) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00
Single Cards .05-.10
Single Holograms 9.50

STAR TREK: DEEP SPACE NINE
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (48) $4.00
2-Card Spectra Set 6.00
Single Cards .10-.15
Single Spectras 3.50

STAR TREK: GENERATIONS
SKYBOX 1995
Full Set (72) $12.00
Unopened Box 40.00
3-Card Villains Set 30.00
3-Card Captains Set 45.00
Single Cards .10-.15
Single Villains 10.00
Single Captains 15.00
Redemption Card 75.00

STAR TREK MASTER SERIES (Series 2)
SKYBOX 1994
Full Set (100) $15.00
Unopened Box 45.00
9-Card Triptychs Set 65.00
Single Cards .10-.15
Single Triptychs 7.50

STAR TREK: TNG
SKYBOX 1992
Full Set (120) $10.00
Unopened Box 20.00
Tin Set (10,000 ed.) 65.00
4-Card Hologram Set 28.00
Send-Away Hologram 7.00
Single Cards .10-.15
Single Holograms 7.00

STAR TREK: TNG BEHIND THE SCENES
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (39) $12.00
Single Cards .30-.35

"Thanks for saving me mister...and while you're a great actor, *T.N.G.* sucks next to original *Trek*. And you're bald." SkyBox's *Star Trek: TNG* set.

© & ™ 1995 Paramount Pictures

STAR TREK: TNG—THE EPISODES COLLECTION
SKYBOX 1994
Series 1
Full Set (100) $13.00
Unopened Box 40.00
Commons .10-.15
6-Card Embossed Foil Set 60.00
2-Card Hologram Set 30.00
Tribute Card 4.00
Single Cards .10-.15
Single Embossed Foils 10.00
Single Holograms 15.00
Series 2
Full Set (96) $10.00
Unopened Box 36.00
Commons .10-.15
6-Card Embossed Foil Set 45.00
2-Card Hologram Set 90.00
Single Cards .10-.15
Single Embossed Foils 7.50
Single Holograms 45.00

STAR WARS
TOPPS 1977
Series 1 Full Set (66/11 Stkrs,Blue) $60.00
Unopened Box 180.00
Commons .60-.75
Series 2 Full Set (66/11 S's,Red) 40.00
Unopened Box 125.00
Commons .35-.55
Series 3 Full Set (66/11 S's,Yellow) 50.00
Unopened Box 150.00
Commons .35-.55
Series 4 Full Set (66/11 S's,Green) 50.00
Unopened Box 150.00
Commons .50-.55
Series 5 Full Set (66/11 S's,Brown) 35.00
Unopened Box 110.00
Commons .35-.55
Series 1/3 Stickers 1.25-1.75
Series 2/4 Stickers .85-1.00

STAR WARS GALAXY
Series 1
TOPPS 1993
Full Set (140) $16.00
Full Set (Uncut Sheets) 32.00
Unopened Box 40.00
6-Card Spectra Set 50.00
6-Card Spectra Set (Uncut Sh't) 85.00
Single Cards .10-.20
Single Spectras 9.00
Series 2
TOPPS 1994
Full Set (135) $15.00
Unopened Box 35.00
6-Card Foil Set 50.00
Single Cards .10-.20
Single Foils .8.50
Autographed Card 35.00

STAR WARS WIDEVISION
TOPPS 1995
Full Set (120) $22.00
Unopened Box 48.00
10-Card Finest Set 110.00
Single Cards .15-.25
Single Finest Cards 11.00

SUPERMAN (TV)
TOPPS 1966
Full Set (66) $225.00
Single Cards 3.25-4.00

SUPERMAN
Movie, Series 1, #1-#77
TOPPS 1978
Full Set (77 Cards/6 St'kers/6 Foil) $22.00
Unopened Box 60.00
Single Cards .15-.25
Single Stickers .45-.55
Single Foils .45-.55
Movie, Series 2, #78-#165
TOPPS 1979
Full Set (88 Cards/6 Stkrs/10 Foil) $25.00
Unopened Box 75.00
Single Cards .15-.25
Single Stickers .45-.55

SUPERMAN II (Movie)
TOPPS 1981
Full Set (88 Cards/22 Stickers) $13.00
Unopened Box 29.00
Single Cards .05-.10
Single Stickers .25-.30

SUPERMAN III (Movie)
TOPPS 1983
Full Set (99 Cards/22 Stickers) $7.00
Unopened Box 17.00
Single Cards .05-.15

SUPERMAN: DOOMSDAY
SKYBOX 1993
Full Set (100) $40.00
Unopened Box 115.00
2-Card Foil Set 50.00
4-Card Spectra Set 100.00
Single Cards .40-.50
Single Foils 25.00
Single Spectras 25.00

SUPERMAN: MAN OF STEEL
SKYBOX 1994
Full Premium Set (90) $35.00
Unopened Premium Box 65.00
4-Card Forged in Steel Set 100.00
Single Cards .50-.60
Single Forged in Steel Cards 25.00
Clark Kent/Superman SkyDisc 110.00
Full Collector's Edition Set (90) 12.00
Unopened Collector's Edition Box 25.00
6-Card Spectra-Etch Set 40.00
Single Cards .20-.30
Single Spectra-Etch Cards 7.00

TANK GIRL
COMIC IMAGES 1995
Full Set (90) $8.00
Unopened Box 30.00
3-Card Rare Art Set 25.00
6-Card MagnaChrome Set 45.00
Single Rare Art Cards 8.50
Single MagnaChrome Cards 7.50
Medallion Card 20.00

ULTRA X-MEN
FLEER 1994
Full Set (150) $35.00
Unopened Box 85.00
Unopened Jumbo Box 95.00
Commons .25-.85
1 Cyclops 2.25
2 Rogue 1.75
3 Beast 1.50
4 Gambit 2.50
5 Jubilee 1.50
6 Wolverine 2.50
7 Psylocke 1.50
10 Iceman 1.50
11 Bishop 1.50
12 Archangel 1.50
13 Storm 1.50
14 Jean Grey 1.50
15 Sabretooth 2.50
16 Professor X 1.50
17 Nightcrawler 1.25
21 Cable 2.25
29 Havok 1.25
30 Polaris 1.00
35 Random 1.00
43 Weapon X (Wolverine) 2.25
54 Colossus 1.25
55 Magneto 2.50
60 Apocalypse 1.50
97 Cyclops 2.25
98 Iceman 1.50
99 Angel 1.50
100 Beast 1.50
101 Marvel Girl 1.50
102 Professor X 1.50
109 X-Men Gold/1 1.25
110 X-Men Gold/2 1.25
111 X-Men Gold/3 1.25
112 X-Men Blue/1 1.25
113 X-Men Blue/2 1.25
114 X-Men Blue/3 1.25
137 Wolverine vs. Sabretooth 2.00
138 Wolverine vs. Cyber 1.00
139 Wolverine vs. Omega Red 1.25
140 Wolverine vs. Hulk 1.25
141 Wolverine vs. Thing 1.25
142 Wolverine vs. Spider-Man 1.25
143 Wolverine vs. Silver Samurai 1.00
144 Wolverine vs. Hellfire Club 1.00
145 Wolverine vs. Cable 1.75
146 Wolverine vs. Sauron 1.00
147 Wolverine vs. Punisher 1.00
148 Wolverine vs. Lord Shingen 1.00
149 Wolverine vs. Lady Deathstrike 1.00

Fatal Attractions (Regular and Jumbo Packs)
Full Set (6) $50.00
Single F.A. cards 9.00

Greatest Battles
6-Card Battles Set (Jumbo Packs)
Full Set (6) $50.00
Single G.B. cards 9.00

Portraits (Regular, Anco 11/12-Card Packs)
Full Set (9) $45.00
Single Portrait cards 6.00

Red-Foil Bonus (Anco 12-Card Packs)
Full Set (6) $45.00
Single Red-Foil cards 7.50

Silver X-Overs (Anco 11/12-Card Packs)
Full Set (6) $75.00
Single X-Over cards 12.50

UltraPrints
Full Set (5) $15.00
Single Prints 3.00

ULTRA X-MEN (Series 2)
FLEER 1994
Full Set (150) $22.00
Unopened Box 55.00
Commons .20-.40
2 Apocalypse .50
4 Archangel .60
6 Bishop .60
11 Colossus .60
14 Cyclops .60
20 Gambit .85
25 Jean Grey .60
28 Magneto .85
32 Mr. Sinister .60
33 Mystique .50
38 Psylocke .60
39 Redd & Slym .60
40 Rogue .60
41 Sabretooth .85
47 Storm .60
51 White Queen .60
52 Wolverine .85
63 Sabretooth .85
67 Nightcrawler .60
68 Shadowcat .50
70 Banshee .60
71 Chamber .50
72 Husk .50
73 Jubilee .60
74 M .50
75 Mondo .50
76 Penance .50
77 Skin .50
78 Synch .50
79 White Queen .60
88 Angel .60
89 Beast .60
90 Cyclops .60
91 Iceman .60
92 Marvel Girl .60
93 Professor X .50
94 Beast .60
95 Cyclops .60
96 Gambit .85
97 Psylocke .60
98 Rogue .75
99 Wolverine .85
100 Archangel .60
101 Bishop .75
102 Jean Grey .60
103 Iceman .60
104 Storm .60
105 Professor X .50
106 Forge .50
107 Havok .50
111 Strong Guy .50
113 Cable .85
114 Cannonball .50
117 Shatterstar .50
120 Fall of the Mutants .50
121 Fatal Attractions .50
122 Infernio .50
123 Phalanx Covenant .50
124 X-Cutioner's Song .50
125 X-Tinction Agenda .50

126 Archangel vs Apocalypse .50
127 Cable vs. Deadpool .60
128 Cable vs. Stryfe .60
129 Cable vs Wolverine .75
130 Cyber vs Wolverine .60
131 Cyclops vs. Mr Sinister .50
132 Longshot vs Mojo .40
133 Magneto vs. Prof. X .60
134 Magneto vs. Wolverine .75
135 Omega Red vs Wolverine .60
136 Psylocke vs. Revanche .40
137 Rogue vs. Ms Marvel .50
138 Sabretooth vs. Jean Grey .60
139 Sabretooth vs Wolverine .75
140 Sauron vs Wolverine .60
141 Bishop .50
142 Gambit & Rogue .60
143 Iceman .50
144 Prof X & Jubilee .40
145 Psylocke & Archangel .50
146 Rogue .50
147 Scott & Jean .50
148 Storm .40
149 Wolverine .75
150 Checklist .40

Sinister Observations (Chromium)
Full Set (10) $75.00
Single Sinister Cards 7.50
3 Cyclops 8.00
4 Gambit 8.50
8 Rogue 8.00
10 Wolverine 8.50

Hunters and Stalkers
Full Set (9) $25.00
1 Apocalypse 3.50
2 Cable 3.50
3 Deadpool 3.50
4 Random 2.00
5 Bishop 3.00
6 Sabretooth 4.50
7 Wolverine 4.50
8 Magneto 4.50
9 Archangel 3.50

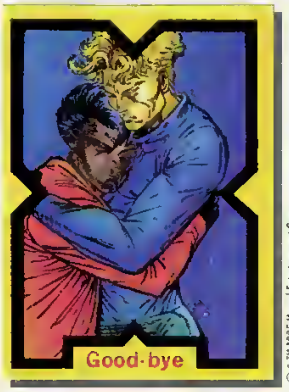
Suspended Animation
Full Set (10) $45.00
Single S.A.s 4.50
2 Cyclops 5.00
3 Gambit 5.50
6 Magneto 5.00
10 Wolverine 5.50

ULTRAVERSE MASTER SERIES
SKYBOX 1994
Full Set (90) $15.00
Unopened Box 40.00
2-Card Holithogram Set 25.00
5-Card Foil Set 25.00
Single Cards .15-.25
Single Holithograms 12.50
Single Foils 5.00

VALIANT ERA
Series 1
PYRAMID 1993
Full Set (120) $10.00
Unopened Box 20.00
Wooden Box Set
(100 made and numbered) 210.00
9-Card First App. Set 45.00
9-Card Unseen Art Set 25.00
SP1 X-O Manowar 14.00
Hologram Header Card 8.00
Card With Chicago Comic-Con Back 1.00
Single Cards 10-15
Single First App. Cards 5.50
Single Unseen Art Cards 4.00
Series 2
PYRAMID 1994
Full Set (140) $13.00
Unopened Box 25.00
9-Card Art Set 38.00
8-Card Foil Set 45.00
Single Cards 10-15
Single Art Cards 4.50
Single Foil Cards 6.00

VAMPIRELLA
TOPPS 1995
Full Set (90) $15.00
Unopened Box 36.00
Full Gold Set (90) 100.00

"Yes, my friend, I shall miss *Full House*, as well." Comic Images' 1991 X-Force set.



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6-Card Gallery Set 40.00
6-Card HoloGlow Set 55.00
Single Cards .15-.25
Single Gold Cards 1.25
Single Gallery Cards 7.00
Single HoloGlow Cards 9.50

WILDC.A.T.S
TOPPS 1993
Full Set (100) $12.00
Unopened Box 25.00
6-Card Prism Set 60.00
Single Cards .10-.20
Single Prisms 10.00

WILDSTORM
IMAGE 1994
Full Set (90) $40.00
Unopened Box (Red) 65.00
Unopened Box (Blue) 65.00
Unopened Box (Green) 65.00
9-Card Refractor Set 100.00
15-Card Signature Set 300.00

WIZARD'S IMAGE CARDS
Series 1
WIZARD PRESS 1992
1 Spawn $5.00
1 Spawn (Gold) 22.00
2 ShadowHawk 3.00
2 ShadowHawk (Gold) 15.00
3 The Savage Dragon 3.00
3 The Savage Dragon (Gold) 15.00
4 Image Jam (pt.1) 5.00
4 Image Jam (pt.1, Gold) 30.00
5 Image Jam (pt.2) 5.00
5 Image Jam (pt.2, Gold) 30.00
6 Cyberforce 3.50
6 Cyberforce (Gold) 16.00
7 WildC.A.T.s 4.00
7 WildC.A.T.s (Red Foil) 9.00
7 WildC.A.T.s (Gold) 16.00
8 WetWorks 3.00
8 WetWorks (Gold) 15.00
9a Holly Daye 2.00
9a Holly Daye (Gold) 15.00
9b Santa the Barbarian 2.00
9b Santa the Barbarian (Gold) 15.00
9c Santa Todd 2.00
9c Santa Todd (Gold) 15.00
Series 2
WIZARD PRESS 1993
1 Pitt $3.00
1 Pitt (Gold) 15.00
2 The Maxx (New York) 5.00
2 The Maxx (New York, Gold) 17.00
2a The Maxx (Australia) 12.00
3 Youngblood (Home Team) 6.00
3 Y'blood (H. Team, Gold) 18.00
3a Youngblood (Away Team) 13.00
4 StormWatch 3.00
4 StormWatch (Gold) 15.00
5 Supreme 3.00
5 Supreme (Gold) 15.00
6 Battlestone 3.00
6 Battlestone (Gold) 15.00
7 Shaman's Tears 3.00
7 Shaman's Tears (Gold) 15.00
8 ShadowHawk (masked) 4.00
8 ShadowHawk (masked, Gold) 16.00
8a ShadowHawk (unmasked) 11.00
9 Codename: Stryke Force 2.75
9a Codename: S. Force (Gold) 15.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1993
The Spirit $3.00
The Spirit (Gold) 15.00
The Spirit Eisner Autographed Card (Gold Star, 1,000 ed.) 75.00
Superman 4.50
Superman (Gold) 19.00
Youngblood (#0) 3.00
Youngblood (#0, Gold) 10.00
X-Men 4.00
X-Men (Gold) 16.00
WildC.A.T.s 2 (Gold) 13.00
Cyberforce 2.00
Cyberforce (Gold) 12.00
Sp-Man vs Venom masterpr't 4.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1994
WildStar $2.00
WildStar (Gold) 12.00
Brigade 2.00
Brigade (Gold) 12.00
Madman/Allred 2.50
Christmas Eve in B'lyn 3.00
Christmas Eve in B'lyn (Gold) 15.00
Mordare/Nelson 2.50
Violator 5.00
Violator (Gold) 22.00
Beavis & Butt-Head Acetate 4.50
Grendel/Wagner 2.50
Spawn 4.50
Spawn (Gold) 23.00
Kindred 2.00
Bone/Smith 2.50
WildC.A.T.s 2 3.00

WOLVERINE: FROM THEN 'TIL NOW
Series 1
COMIC IMAGES 1988
Full Set (45) $15.00
Unopened Box 58.00
Single Cards .20-.30
Series 2
COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 29.00
6-Card Prism Set 48.00
Single Cards .20-.25
Single Prisms 7.50

X-FORCE
COMIC IMAGES 1991
Full Set (90) $12.00
Unopened Box 22.00
Single Cards 10-15
Liefeld Signed Card (1,000 ed.) 55.00

X-FORCE
IMPEL (SKYBOX) 1991
Full Set (5) $15.00
1 Cable 5.50
2 Shatterstar 3.25
3 Deadpool 3.00
4 Sunspot & Gideon 3.00
5 Team 3.25

X-MEN
COMIC IMAGES 1991
Full Set (90) $16.00
Unopened Box 32.00
Single Cards .15-.20

X-MEN COVERS
Series 1
COMIC IMAGES 1990
Full Set (90) $7.00
Unopened Box 24.00
Single Cards 10-15
Series 2
COMIC IMAGES 1990
Full Set (45) $4.00
Unopened Box 24.00
Single Cards .10-.15

X-MEN (Series 1)
SKYBOX 1992
Full Set (100) $35.00
Tin Set (7,500 ed.) 70.00
Unopened Box 65.00
Cap. City Gold Magneto H'gram 10.00
Commons .15-.35
1 Beast .85
2 Wolverine 2.50
3 Havok .75
6 Nightcrawler .75
11 Professor X .85
12 Psylocke 1.25
14 Storm 1.25
17 Cyclops 1.50
18 Gambit 2.50
19 Cable 2.50
20 Archangel 1.25
24 Jean Grey 1.25
25 Colossus 1.00
29 Jubilee .85
36 Rogue 1.25
38 Bishop 1.25
41 Magneto 2.25
52 Sabretooth 2.25
71 X-Men Gold 1.25
72 X-Men Blue 1.25
94 Gambit 2.25
95 Wolverine 2.25
98 Cable 2.25
Jim Lee Signed Card (w/stamp) 100.00

Holograms
Full Set (5) $30.00
H-1 Wolverine 8.75
H-2 Cable 8.75
H-3 Gambit 8.00
H-4 Magneto 6.00
H-5 The X-Men 6.00

X-MEN (Series 2)
SKYBOX 1993
Full Set (100) $25.00
Tin Set 65.00
Unopened Box 55.00
Commons .20-.35
1 Archangel 1.25
3 Bishop .85
5 Cable 2.25
9 Colossus 1.25
10 Cyclops 1.75
12 Gambit 2.25
13 Jean Grey 1.50
20 Nightcrawler 1.00
24 Psylocke 1.25
27 Rogue 1.50
36 Wolverine 2.25
43 Cable (vs. Stryfe) 1.50
44 Stryfe (vs. Cable) 1.50
49 Wolverine (vs. Omega Red) 1.50
50 Omega Red (vs Wolverine) 1.50
52 Wolverine (vs Sabretooth) 1.50
53 Sabretooth (vs Wolverine) 1.50
85 X-Men Blue Team 1.25
86 X-Men Gold Team 1.25
91 Sabretooth Unleashed 1.50
93 Persuasion Gambit-Style 1.50
98 The Claws of Wolverine 1.50
H-X Wolverine 3-D 40.00

30th Anniversary Foils
Full Set (9) $40.00
Single Anniversary Foil cards 5.25
G-1 Cable 5.75
G-2 Cyclops 5.75
G-9 Wolverine 5.75

Holofoils
Full Set (3) $36.00
H-1 Cable 15.00
H-2 Magneto 13.00
H-3 Storm 14.00

YOUNGBLOOD
COMIC IMAGES 1992
Full Set (90) $9.00
Unopened Box 20.00
6-Card Prism Set 32.00
Single Cards .10-.15
Single Prisms 6.00

COMIC watch

SUPERMAN: THE MAN OF STEEL ™ & © DC Comics

Superman: The Man of Steel #0

Writer: *Louise Simonson*
Artists: *Jon Bogdanove & Dennis Janke*
Publisher: *DC Comics*
Release date: *October 1994*

The folks at DC have recently created the perfect foil for Superman, and we're not talking gimmick covers. He's Conduit, the Man of Steel's newest major nemesis. A childhood chum of Clark's who couldn't cope with being second best to CK, Kenny Braverman carried his hatred for Clark through life, constructed a powerful high-tech armor for himself, and began planning Clark's funeral. While he may be currently known as the S.O.B. (that's Supes's Old Buddy!) who forced the Kryptonian to "kill" his alter ego and parents in "The Death of Clark Kent" epic, Supereaders got the scoop on Braverman in last summer's "Peer Pressure" story. *Superman: The Man of Steel* #0 launched this story, in which Kenny, who was born right at the time when Supes's rocket crashed near Smallville, started sending the reporter old photos with Clark's image ripped out of 'em. Conduit also tried to kill Supey, who, in turn, figured out who Conduit was in *Adventures of Superman* #0. Then things went wild in the "Death of Clark" epic, in which Candy—who slowly pieced together Supes's secret identity—used his newfound knowledge about Clark to terrorize him. However, all the chaos begins in this first post-*Zero Hour* Superbook; Kent survives a few of Conduit's attempts on his life and saves some kids from an orphanage inferno, frustrating arsonist Conduit even more. Well, since the "Death" epic started its own fire with readers and collectors, and it has far-reaching ramifications—like Lois's disappearance and possible demise (yeah, right!)—Conduit's first appearance in this issue makes it a true watchable. ☆

good & cheap

by Mike Searle

MIRACLEMAN ™ & © Eclipse

Miracleman #1-#2

Writer: *Alan Moore*
Artist: *Garry Leach*
Current Total Value: *$4.75*

Eclipse's *Miracleman* is one of *the* best series of all time!

Writer Alan Moore takes the old-fashioned ideas of the original 1950s *Marvelman* (retitled *Miracleman* for obvious legal reasons), and turns it into an epic as unique and contemporary as it is fantastic.

Mike Moran (Miracleman) and wife Liz are ordinary people, until Mike unwittingly releases the forgotten superpower within him when he remembers a trigger word implanted—and subsequently buried for 18 years—in his consciousness. As a superhuman loose on the world again, Miracleman attracts the attention of Johnny Bates, head of Sunburst Cybernetics and former "sidekick" Kid Miracleman.

Imbalanced from the time of his original creation, and power-hungry as a result of being the sole superhuman on the planet for the last 20 years, Bates sets out to destroy Miracleman. Bates is evil incarnate, and Miracleman, the underdog, must stop him. The resulting battle is one of the most memorable in comics, drawn in horrifyingly beautiful detail by Garry Leach. (You don't even want to know what happens to the poor secretary who drops her coffee!) But be warned, the battle with Bates is just the beginning... ☆

TOO BIG...

TWO ISSUES!

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MARZ • SEARS • SMITH

X-O #50-X & #50-O

COMING THIS JUNE

PICKS
FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS, AS SELECTED BY THE *WIZARD* STAFF, SHIPPING IN JUNE!

Spawn: Blood Feud #1

Writer: ***Alan Moore***
Artists: ***Tony Daniel & Kevin Conrad***
Release Date: ***June***
Cover Price: ***$2.25***

IMAGE Fresh from his popular *Violator* mini-series, Alan Moore returns to "Earth-Todd" with a four-part tale about vampires—that is, if you believe that Spawn is a blood-sucker, as some people want you to. Monster-hunter John Sansker has set his sights on Spawn as his next trophy, and his cunning plan involves convincing the police and media that Spawn is a member of the undead. His efforts create a witch hunt that leaves Spawn depleted and ready for the kill.

"Sansker's a big, bad dude who came out of nowhere," says penciler Tony Daniel. "I think it's gonna be really cool." Helping track down Al Simmons are two detectives, Sam and Twitch, while the rest of Spawn's "usual cast of bums" will be out in full force, too, Daniel notes.

But a Spawn witch hunt won't be Al's only trouble. He's also suffering from horrific nightmares, which include visions that hold the key to the secrets of his changing costume. "We'll learn a lot about his costume from his nightmares," Daniel says. "He sees it floating around him, and he walks through a world full of costumes like his, as if it's a creature all on its own."

Unfortunately, the nightmares also involve terrible scenes of human death and destruction—scenes that seem to come to life when Spawn awakens. "Spawn comes out of these blackouts, and he finds he doesn't know where he is or why all these people are dead around him," Daniel explains. He has an inkling he may have been involved—especially since there's blood all over his hands.

This shocking story spins out of a six-page prelude that appears in *Spawn* #32. That offers the jumping-on point for this tale by one of the comic industry's revered masters of horror. —Craig Shutt

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Spider-Man: Maximum Clonage Alpha

SPIDER-MAN: MAXIMUM CLONAGE ALPHA ™ & © Marvel Entertainment Group

Writer: ***Tom DeFalco***
Artists: ***Ron Lim & Al Milgrom***
Release Date: ***June***
Cover Price: ***$4.95***

MARVEL This issue kicks off the six-part climax to the year-long schemes being hatched by the Jackal, answering a lot of questions while raising some new ones, too. The story explodes out of the events in May's *Spectacular Spider-Man* #226, which reveoled wha really is the Spider-Clone. It then segues inta *New Warriors* #61, which acts as a prologue ta *Alpha*, o 48-page book with a clear-chromium cover.

The Jackal's world-dominotion plot reaches its culminotion in this crossover, which includes *Web of Spider-Man* #127, *Amazing Spider-Man* #404, *Spider-Mon* #61, *Spectacular Spider-Mon* #227, ond *Maximum Clonage Omega*, which features a chromium cover, too. His plans are surprisingly assisted when one of the Spider-Men joins the Jackal's side!

"'Maximum Clonoge' implies a lot of clones, and we intend to deliver on that promise," says Bob Budiansky, editor-in-chief of the Spider-Mon titles. "But by the end, we'll have narrowed the field considerably." Indeed, this story leads into on epic that defines who will ossume the Spider-Man role, leaving the Scarlet Spider (whichever Porker he is) to join the New Warriors, at least for a while.

Just to keep things hopping along the way, the storyline reveals secrets of Kaine's past, adds o touch of the Punisher, ond crosses over into *New Warriors* #62. —CS

X-O Manowar #50-X & #50-O

Writer: ***Ron Marz***
Artists: ***Andy Smith (X), Bart Sears (O) & Ray Kryssing***
Release Date: ***June***
Cover Price: ***$2.50 each***

ACCLAIM/VALIANT This month in the Valiant Universe, X comes before O for o very special reason, says editor Lynoire Brust. "We know it's o cool story, and we want to let the readers know in o big way."

The first clue comes from the covers, which fit together to form o double-sized imoge that is olso being released os o poster. Featuring o lorge X on the left and an O on the right, they depict two versions of the X-O armor. The second clue comes from the armor displayed on the right side (#50-O), which becomes Aric's new fighting togs following this story's tumultuous events.

The third clue comes from the guy in the middle of the covers, Alloy. He is created when Aric forces the reanimated consciousness of Paul out of the Pol-bekhoro ormor, which Poul stole from Aric in #49 and altered os he saw fit. That compels Paul to animate the Shanhara ormor (Aric's other ormor, which was destroyed), transforming him into the villainous Alloy. Aric must battle this new threat while adjusting to his reformed Pol-bekhara ormor, which still retains Paul's alterations. Of the title's new beginning, Ron Marz says, "Everything is moving forward; we're forming o full, sensible Rogue's Gallery of villains for X-O. There won't be os many ninjos or spies, and when he goes into space again soon, the villoins won't be the Spider Aliens." It all starts here, folks! —CS

X-O MANOWAR ™ & © Acclaim Comics Inc.

Godzilla #1

GODZILLA ™ & © Toho Co. Inc.

Writer: ***Kevin Maguire***
Artists: ***Brandon McKinney & Keith Aiken***
Release Date: ***June***
Cover Price: ***$2.50***

DARK HORSE Godzilla is going to be one busy irradiated lizard when his ongoing series starts off, promises editor Robert Conte. The first four-issue arc picks up where his previous appearance in *Dark Horse Comics* #10 and #11 left him: under the sea, in serious doo-doo.

In that earlier story, a vengeful scientist injected the great green galoot with a toxin that she thought killed him. But now, people are dying from being exposed to contaminated water, and research group G-Force and the United Nations figure out the cause. They create Cybersaur, a Mecha-Godzilla-like dude who's charged with stopping Big Green from trashing the West Coast. Rest assured, the resulting frocas won't be pretty.

That little to-do will be followed by Art Adams, using issues #5-#8 to show what happens when space aliens try to capture the huge lizard who's got nuclear halitosis. Maguire will switch over to the art chores for these issues.

Then film director Alex (*Sid & Nancy*) Cox presents his first-ever comics script in issues #9-#12. In that arc, Godzilla goes back in time and becomes Napoleon's major weapon as he conquers France. "History books didn't acknowledge this because they were afraid of people's reactions," Conte reveals. "We figure that up to the time when film was invented, it's entirely possible that Godzilla was there." Hold on tight, it sounds like a bumpy ride. —CS

Solar, Man of the Atom #50

Writer: ***Dan Jurgens***
Artists: ***Dan Jurgens & Dick Giordano***
Release Date: ***June***
Cover Price: ***$2.95***

ACCLAIM/VALIANT This issue forms the climax to writer-artist Dan Jurgens' first major storyline and redefines who Solar is—both for the readers and the hero himself. "Solar is probably the most schizophrenic character in comics," Jurgens laughs. "He's split himself up, he's wiped out an entire planet, he's gotten a little messy. Issue #50 will be a cathartic experience, one that hopefully leaves us with something better."

Readers will learn the answer to what's been going on in the new Solar Universe, which Jurgens relaunched for Valiant in #46, his first issue. "It's going to explain where he's at and who all these guys are," he promises. "These guys" are the new heroes, including Sentry and the rest of the Lightning Brigade, who sprang full-blown onto the pages of #46. "You get big doses of what's happening in this world in #49, but #50 really wraps things up."

One thing it won't wrap up, however, is the ultimate fate of the Lightning Brigade, he reveals. "I designed these characters to be important. They can go off and do great things on their own." This climax leads into a two-part interlude beginning with #51, which fills in a few of the gaps occurring after #45. "It offers Solar a chance to evaluate where he is after everything he's been through." By the way, Jurgens hands the art responsibilities over to Tom Grindberg starting with #51, but remains the title's writer. —CS

SOLAR, MAN OF THE ATOM ™ & © Western Publishing

MORE PICKS

The following pages list the peachiest titles shipping in June, as selected and written by the *Wizard* staff. Books marked with a check ✓ sign are comics that should not be overlooked on the often-stuffed comic shelf.

✓ Aquaman #11

DC COMICS You just can't go home again. Well, Aquaman finds that out the hard way, when he returns to a wrecked and deserted Poseidonis. And if that wasn't enough, ol' fish boy finally gets to bump uglies with Dolphin, when bam, in walks his old ball and chain, Mera. By Peter David, Marty Egeland and Howard Shum. David says, "This is the issue that brings together a lot of plot threads that have been introduced since my inception on the book. When I embarked on this, the year-long story arc that I was starting on had Aquaman's fundamental unhappiness and his feeling of isolation, and the introduction of Dolphin into his life. #11 brings all of those to a head, and on the one hand resolves a lot of them, and on the other hand sends the story off into a fairly surprising direction. I tend to think that the last page will have people's jaws collectively dropping." Oh, boy. **$1.75**

Ash #4

EVENT Learn more about that quirky Gabriel guy, who gives a big assist to Ash during the whole subway fiasco. Also, that weasel Actor puts his plans into motion, and you'll see what Ash's biggest secret is! (Ten bucks it's about O.J.) By Joe Quesada and Jimmy Palmiotti **$2.50**

Batman Books

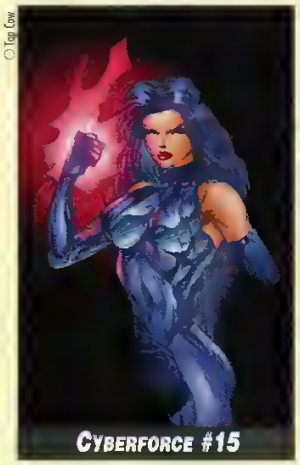
DC COMICS It's Bat-hype month! If you're not sick yet of seeing the Bat everywhere you look, then check out these cool Bat-core books. First off, in *Batman* #521, Killer Croc is busted out of Arkham and Batman chases him all the way to the swamps of Louisiana to find out who Croc's mysterious jail breaker is! (Five bucks says it's Gambit. Never trusted that cagey frog.) Eyes downside, spud, to *Batman: Shadow of the Bat* #41, where the Caped Crusader finds himself and Anarky tied to a big mother of a blimp that's packed full of explosives. And after he manages to untie himself there, he just goes and gets tied up again, this time to a buoy in *Detective Comics* #688, courtesy of Captain Fear. ("Captain Fear"?) **$1.95 EACH**

© DC Comics

Batman #521

© Jeff Smith

Bone #20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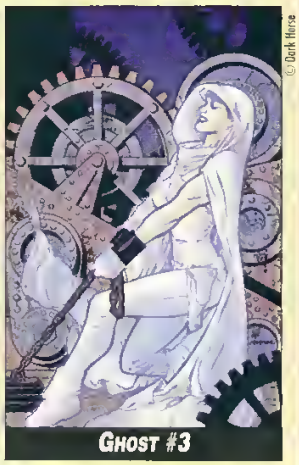
Cyberforce #15


© Dark Horse

Ghost #3

Bone #20

CARTOON BOOKS Fone Bone, Thorn and Gran'ma Ben head out on a perilous voyage in the valley after they get some mysterious message. Sounds kinda like *Pitfall*, that cool Activision game for the ol' Atari 2600. Maybe Fone Bone'll get to hop over alligators and stuff! Also, Phoney Bone basks in his role as dragonslayer. By Jeff Smith. **$2.95**

Catwoman #23

DC COMICS "Family Ties," Part 2 (of 3). This issue, Alex and Mallory get into a big fight over how to spend $100, and it's up to little Andy to save them. Unfortunately, Skippy doesn't help any by eating 40 pounds of mayonnaise. Also, Catwoman heads to Gotham to get some help from one mob family in order to prevent another family from killing her! By Deborah Pomerantz, Jim Balent and Bob Smith. **$1.95**

Cyberforce #15

IMAGE Guess what? Just as Cyberforce comes to grips with its true origins, some wacky mystery pops up. Oh, and to make matters worse ('cause things can never be A-OK in comics, y'know), Cyberdata sets its ruthless plan in motion. But, hey, where's T.I.M.M.I.E.? (Geez, we can't go a month without mentioning that freak.) By Marc and Eric Silvestri, David Finch and Aaron Sowd. **$2.50**

Gen[13] #3

IMAGE "Coda Island," Part 1 (of 3). Those lovable teens are sent to find one of Lynch's old friends, but their archeological dig goes awry when they stumble upon a mosquito trapped in amber from 65 million years ago. A little genetic engineering and bammo, Fred, Dino and the gang are back. No, no, just kidding. What they do bump into is the Coda! By Brandon Choi, J. Scott Campbell and Alex Garner **$2.50**

Generation X #6

MARVEL Jubilee and Skin visit ye ole Xavier Institute, where the Jubster meets up with her old pal Wolverine, who's in worse

MORE PICKS

© DC Comics
GREEN LANTERN #65

© Dark Horse
GRENDEL TALES #4

shape than she could imagine. (Side note here: Is Wolverine ever not near-death these days? The last time he wasn't walking around as a living band-aid was *Obnoxio the Clown vs. The X-Men*, which was like 10 years ago or something.) By Scott Lobdell, Chris Bachalo and Mark Buckingham. **$1.95**

GHOST #3

DARK HORSE "Arcadia Nocturne," Part 3 (of 3). Ghost takes on her biggest challenge when Cameron Nemo forces her to take a look deep inside herself. Take a journey back in time, as Ghost relives her past. By Eric Luke, Adam Hughes and Mark Farmer. **$2.50**

✓ GREEN LANTERN #65

DC COMICS "The Siege of Zi Charam," Part 2 (of 5). What the hell? Zi Charam? Sounds like something you get at your Bar Mitzvah. Anyway, this tale continues from *New Titans* #124, and sees Supergirl and Green Lantern teaming up to free the Titans from the clutches of the alien Progenitors. By Ron Marz, Ron Lim and Romeo Tanghal. Marz says, "This picks up right as the Titans emerge on the other side of the universe. The story focuses on what Green Lantern is doing, which is freeing half the Titans that have been captured by the Progenitors. Teaming up with Green Lantern is Supergirl. Besides just looking really cool together, we get into a fair amount of character play between them." **$1.75**

✓ GRENDEL TALES #4 (OF 4)

DARK HORSE War!/Ungh!/What is it gooood for?/Absolutely nuthin'. Well, Goran's got it bad with a major B. He's lost everything in this stupid war—his lover, brother, and faith in Grendel—except for his clan. And even that's threatened now, as the Grendel-Khan attempts to seize control of it. By Darko Macan and Edvin Biukovic. **$2.95**

INCREDIBLE HULK #432

MARVEL When the sewers of New York City are hit with disaster, the Hulk must stop the rampaging Abomination. And speakin' of rampaging, it now seems that when the Hulk starts goin' into his berserker rage, he reverts back to Bruce Banner's body, but with the "Hulk smash puny humans" mentality. That just don't seem too kosher. By Peter David, Liam Sharp and Robin Riggs. **$1.95**

LADY DEATH: BETWEEN HEAVEN AND HELL #4 (OF 4)

CHAOS! COMICS The battle of the bulges rages on as the power-hungry Purgatori continues to steal Lucifer's life essence from Lady Death, where it's been trapped for some 400 years. However, that all comes to question this issue. Also, this concluding issue gives more than a few hints into Lady Death's tragic past. By Brian Pulido and Steven Hughes. **$2.75**

THE LONG HOT SUMMER #2 (OF 3)

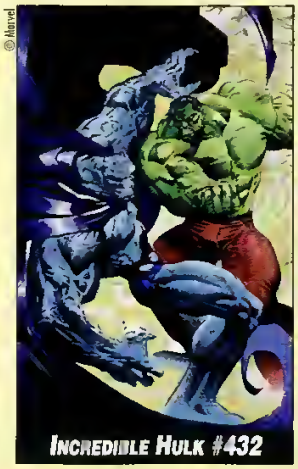
MILESTONE/DC It's opening day at the new Utopia theme park. And you know what that means—yep, riots, and plenty of 'em! Dakota's biggest heroes come flyin' out of the woodwork to help straighten things out. And keep tabs on this summer's "hottest" crossover with *Icon* #28, *Xombi* #15, *Blood Syndicate* #29, *Shadow Cabinet* #15, *Kabalt* #15 and *Static* #26. By D.G. Chichester, Denys Cowan and Prentis Rollins. **$2.50 EACH; $0.99—BLOOD SYNDICATE**

✓ MAGNUS, ROBOT FIGHTER #55-#56

ACCLAIM/VALIANT New writer Keith Giffen hops on board the Magnus Train, and derails your favorite Robot Fighter faster than you can say Irwin Schwab! After Magnus has been missing for three months, Leeja sends Rai after him, only to find our hero battered and broken. Rai drags Magnus' sorry butt to Japan to recuperate and relax, but the country's natives are less than receptive. By Giffen, Andrew Currie and Mike DeCarlo. Giffen says, "These two issues are the perfect jump-on point for anyone who wants to give Magnus a shot. We're taking him in a whole new direction and redefining who he is, without coming in with that slash-and-burn attitude of invalidating everything that came before. I don't think people will be disappointed." **$2.50 EACH**

THE MASK #5

DARK HORSE "The Mask Strikes Back," Part 5 (of 5). When that hulking moron Walter starts itchin' for a fight, it's up to Rick, Hugo, Archie or Ben to put on that power-giving mask and stop Walter's rambunctious acts. But which one of them's got the nerve to wear it? Find out in this tale by John Arcudi, Doug Mahnke and Keith Williams. **$2.50**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MAGNUS, ROBOT FIGHTER #56

MORE PICKS

© Malibu

PRIME #24

© DC Comics

THE SANDMAN #70

THE MAXX #17

IMAGE Being the kind-hearted (and big-footed) guy that he is, the Maxx decides to forgive Julia for being...shall we say a little promiscuous? Of course, Julia's more than a bit taken aback by this action, and Sara begins to put the whole thing together when she and the Maxx visit the shelter where it all started. By William Messner-Loebs and Sam Kieth. **$1.95**

PITT #10

IMAGE Eight-year-old Timmy's powers start showing themselves when he attempts to handle his gift of universal light. And it's up to Pitt to give the li'l tyke a few pointers. Like, how you can be on issue ten of a "monthly" book after three years and still keep your fans. By Dale Keown and Brian Hotten. **$1.95**

THE POWER OF SHAZAM! #6

DC COMICS Awright! It's all-out action, when Captain Nazi (hmmm...is he a bad guy?) returns and he goes blow-to-blaw with the Big Red Cheese! Give 'im one for me, Cap'n Marvel! Also, poor Freddy Freeman gets busted up pretty badly in an accident. But don't feel too bad for him; I've got a strong hunch he'll be "flying high" real soon! By Jerry Ordway, Peter Krause and Mike Manley. **$1.75**

PRIME #23-#24

MALIBU If you were one of the toughest heroes on the planet, what's the worst thing that you'd fear? Well, if you just happen to be Kevin Green, that'd probably have to be telling your mom that you were Prime. These two bi-weekly issues lead into next month's big *Power of Prime* mini-series, so get Primed! By Gerard Jones, Len Strazewski, Pat Broderick and introducing new regular artist John Statema. **$2.50 EACH**

PROPHET #3

IMAGE Prophet finally gets some answers about his convoluted (somebody capitalize that C) origin, and he ain't too happy with the results. (He's really the genetically altered clone of Gary Coleman!) By Chuck Dixon and Stephen Platt. **$2.50**

ROBIN #19

DC COMICS Well, rob me blind, make me do push-ups, and call me patriotic, the General's back in town! The big bad guy's got Robin trapped right where he wants 'im! And if the Boy Wonder doesn't act fast, it looks like he'll be doin' more than just peeling potatoes! By Chuck Dixon, new regular artist Mike Wieringo and Stan Woch. **$1.95**

THE SANDMAN #70

VERTIGO/DC "The Wake," Part 1 (of 2). Matthew Cable finally wakes up after a six-year nap, during which he dreamed he was this raven serving under some dream god. Ho! Wouldn't that be great? But seriously, this issue sees the Endless reunite for quite a sad occasion. (They must know that *The Sandman* is ending in a few issues! Sniff.) By Neil Gaiman and Michael Zulli. For the mature masses. **$2.50**

SANDMAN MYSTERY THEATRE #29

VERTIGO/DC "The Hourman," Part 1 (of 4). It seems our buddy Wesley Dodds (y'know, the Golden Age Sandman) has been sleepin' on the job. When he overlooks a bunch of jewel heists, a certain "Man of the Hour" decides to investigate. Check out Rex Tyler in action before his days as Hourman. By Matt Wagner, Steve Seagle and Guy Davis. For mature readers. **$2.25**

THE NEW SHADOWHAWK #1

IMAGE OK, folks. Take a guess at what this issue's about. *Wizard* hint of the month: we all know that ShadowHawk died in *ShadowHawk* #18, and just take a li'l gander at the title of this here comic. Anyway, Police Captain Arturo Rieves tackles the mystery of the new ShadowHawk. By Kurt Busiek, James Fry and Andrew Pepoy. **$2.50**

STAR WARS BOOKS

DARK HORSE Start yer month off with C-3PO and the gang in *Star Wars: Droids* #3. Apparently, Threepio is stuck on a drone barge headed to a recycling plant to have his memory erased. That means it's up to R2-D2 to come running (rolling?) to his rescue. Meanwhile ..."*Jabba wanichicoch vawooshine hotanyoy woney-ooscho.*" Yes, the ol' lovable fat boy makes his return to the galaxy in *Star Wars: Jabba the Hutt—The Hunger of Princess Nampi*. In his quest through the galaxy to profit from deal after deal, Jabba

© Jim Valentino

THE NEW SHADOWHAWK #1

© Lucasfilm Ltd

STAR WARS: DROIDS #3

MORE PICKS

comes up against a pretty unexpected and shrewd enemy. If you'd rather gaze on prettier sights, check out *Star Wars: River of Chaos* #2 (of 4). Inside, Princess Leia is stuck in enemy territory with only a few close friends to help her out. The only problem is that one of them just might be an Imperial spy! **$2.50 EACH**

Stray Bullets #4

EL CAPITÁN The fun begins when Paul Barrow travels down the highway meetin' people and pickin' up chicks. This guy is so shifty, he'll say just about anything to get whatever he's after. So, you've gotta figure trouble's coming down the line, when a trusting hitchhiker bums a ride with Mr. Barrow. But only you mature readers should be readin' stuff like this! By David Lapham. **$2.95**

Superman Books

DC COMICS That Jimmy Olsen kid is such a clod. This month, in *Action Comics* #712, he's falling into all the leftover deathtraps from the whole "Death of Clark Kent" thing, and it's up to Supes to save him. If you're more agile than that Olsen twerp, skip over to *Superman: The Man of Steel* #47, where Perry White and Franklin Stern reveal some pretty key clues to the mystery behind Bloodsport. Those two are just on the ball! *Superman* #103 tells Arclight's origin, as well as putting a killer behind bars courtesy of the Daily Planet. Oh, and an important member of the Planet staff just up and quits the paper. (10 bucks says it's that putz on the fourth floor who's always clogging up the toilets!) Fly down to *Adventures of Superman* #526, where Bloodsport bottles Bloodsport on Stryker's Island. (My money's on Bloodsport!) During their little skirmish, a riot breaks out and some vicious killers escape, which can only mean trouble for Lois Lane. Why? 'Cause *everything* means trouble for Ms. Lane! **$1.95 EACH**

✓ Superman vs. Aliens #2 (of 3)

DARK HORSE/DC With Earth's yellow sun, like, 65 billion light years away, Superman's powers are fading faster than *Saturday Night Live*'s popularity! And it couldn't have happened at a worse time, seeing as how the Man of Steel's got to contend with an Alien queen and her entire hive! Hey, Supes, that Argo city just ain't worth it. If these folks're really from Krypton, they should've blown up anyway, a long time ago. By Dan Jurgens and Kevin Nowlan. According to Jurgens, "The mystery of just exactly where Superman is and what's happening starts to deepen. Obviously, Superman runs into more Alien critters and all that. We find out exactly how the Aliens got to Argo in the first place, and Supermen's powers continue to weaken, leaving the Aliens that much tougher. Also, Superman finally realizes that sending some survivors back to Earth may have been a big mistake!" **$4.95**

Superman Books

Superman vs. Aliens #2

© DC Comics & © Twentieth Century Fox

Tarzan vs. Predator: ATEC #1

© Edgar Rice Burroughs Inc. & © Twentieth Century Fox

Tyrant #5

© Stephen Bissette

✓ Tarzan vs. Predator: At the Earth's Core #1 (of 4)

DARK HORSE Who'da thunk Tarzan would swap sweat with those fang-faced Predators? It seems that a number of great warriors and beasts are being slaughtered in Pellucidar (a primeval forest in the center of the Earth), and David Innes, its ruler and Tarzan's friend, is missing. Seeing as how this jungle atmosphere is prime huntin' ground for the Predators, it's pretty obvious who's to blame for all the carnage! By Walter Simonson and Lee Weeks. (And speakin' of Tarzan, you should also check out Edgar Rice Burroughs' *Tarzan: A Tale of Mugambi* by Darko Macan and Igor Kordey, which is on sale now. Cool story.) Simonson says of the ish, "What we're hoping to do, because Tarzan is the character that he is, is essentially turn the tables on the Predators, where they really meet somebody who is a better hunter than they are. And that's what Tarzan is kind of about. As far as we know, the Predators seem to hunt for sport, but Tarzan, at least in his earlier days, hunted to stay alive. He learned those skills and practiced them because, for him, it was a matter of life or death right from the beginning." **$2.50**

Team 7: Objective Hell #2

IMAGE Where's the first place you'd look for a secret stockpile of U.S. nukes? Yep, you guessed it: Cambodia! That's just where Team 7 is off to, when they bump into the Khmer Rouge, and Commissar Rostov and his superpowered freak team, Spetsnaz. (Geez, you're gonna need a huge friggin' dictionary to follow this one!) Plenty of action coming your way courtesy of Chuck Dixon, Chris Warner, and Scott and J.D. Williams. **$2.50**

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MORE PICKS

✓ Tyrant #5

SPIDERBABY GRAFIX It's big friggin' dinosaurs that go around fighting and eating each other! Who could ask for anything more? This issue, momma T-Rex spends the day guarding her new li'l babies (Yeah, try to find a babysitter for those little monsters!), while a certain Eggsucker attempts to invade her nest! This frenzied tale is brought to you by writer-artist Stephen Bissette, who says, "With issue #6, we start the second day. [Loughs] I'm really gonna be taking a very leisurely pace with these early issues. The reason is, when you're five years old, an hour seems a much longer time than the age [we're] at now. I really want to bathe the reader in the sensations of this whole new world with these little creatures. The next story arc will sort of cover the tale of the nest and what happens to Tyrant and his siblings. That will end at the point where they actually leave the nest and go off on their own as little lone hunters." **$2.95**

✓ UltraForce #9

MALIBU The Black Knight (yep, that's right, the one from Marvel Comics' Avengers team), is stuck in the Ultraverse as he continues his search for Sersi. (But who cares about her? She's so lame Why not search for, like, Scarlet Witch or somebody cool?) There's just one small problem—some dangerous force is slowly driving her nuts. Yo, Dane, got a newsflash for ya. that Sersi witch has never played with a full deck! By Hank Kanalz, George Pérez and Keith Aiken. Kanalz says of the ish, "Where to begin? Well, this is a pretty intense issue. Ghoul actually saves the day, as the rest of UltraForce saves Miami. The Black Knight learns more about our Ultraverse, as our heroes discover more about the Marvel Universe. And the missing Sersi becomes more of an issue, as the lost heroine is on a collision course with the 'Force!" **$2.50**

The Visitor #10-#11

ACCLAIM/VALIANT Earthquakes are the least of California's worries, when Los Angeles is hit by flash floods, massive rain, and yes, even a huge snowstorm! The Visitor jumps to the task of finding out who's trying to ruin Southern California's economy with these unusual weather patterns When (and if) he survives that, Viz'll have to contend with a bunch of Satan worshippers and cannibals who are making life quite unpleasant for Californians (if you can imagine that). This tasty tale comes from Kevin VanHook and Mike Leeke **$2.50**

© Malibu

UltraForce #9

© Acclaim

The Visitor #11

© Dark Horse

X #16

© Twentieth Century Fox

X-Files #6

WildC.A.T.s #21

IMAGE The WildC.A.T.s enter a strange new world, when famed writer Alan Moore jumps on board! The C.A.T.s turn into space cadets and head off for their home planet of Khera. Guest appearances by Rorshach an' Night Owl an' Miracleman an' Abby an'... By Alan Moore and Travis Charest. **$2.50**

X #16

DARK HORSE A mysterious woman from X's past shows up and starts telling some nasty little secrets about our resident nutcase. X tries to shut her up but good, but he's slightly distracted by the Headhunter and his team of superpowered freaks that are out for X's head! By Steven Grant and Javier Saltares. **$2.50**

X-Files #6

TOPPS COMICS "Firebird," Part 3 (of 3). Well, the U.S. military goofed (yeah, that's a real stretch), and now some alien creature with the power of cold fusion is out rippin' up the landscape of New Mexico. The "inner government" runs to Scully and Mulder to stop this thing. But of course, the "inners" have a back-up plan where they blame some other country like Iran or Iraq for the whole attack. Gosh, what a neighborly country we are! Let's bomb Greenland! By Stefan Petrucha and Charles Adlard. **$2.95**

X-Men Books

MARVEL "Nothing stops the Juggernaut!" Nothing, that is, except for some villain named Onslaught, who's got Juggy on the run in *Uncanny X-Men* #323. Also, the new Morlocks have gone batty, and they're running around sloughtering people left and right! Over in *X-Men* #43, Colossus puts his foot down (ow!) and decides what to do with Magneto. (Well, at least he didn't put his foot down on Maggie.) Plus, Rogue and Iceman seem to be spending a little time together. Don't worry, it's probably just some silly ploy to make Gambit jealous. **$1.95 EACH**

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Heavy Metal!

Hey, wanna win the only cards on the planet that you could defend yourself with if somebody jumped you in an alleyway? (But we don't suggest that you try it.) The only cards that would let you signal for help on a deserted island? (Hey, *we* tried it.) The only cards that can cut through a tin can and still slice a tomato like butter? Then read on, true believer!

Grand Prize (One winner)

One lucky winner brings home the bacon with a full set of Fleer Marvel Metal cards, plus an uncut sheet of limited-edition Metal Blasters chase cards!

Second Prize (4 winners)

Four people who are lucky enough to win something more than the third prize (read: nothing), but aren't quite lucky enough to score the big, honkin' Grand Prize, walk away with an uncut sheet of those cool, limited-edition Metal Blasters chase cards!

So who do you slip a five-spot to so that you can win? Nobody. That's only how we work on the price guide. (Just kidding.) What you gotta do here is go on a mini-metal scavenger hunt, dig up the list of 10 items below, and mail it all off to the address that's somewhere on this page.

Official Mini-Metal Scavenger Hunt List

- Paper clip
- Key
- A set of 10 staples
- Screw, nut, or a bolt
- Small ball bearing
- Back of an earring
- Bobby pin
- Soda can tab
- Zipper
- Grommet (that metal shoelace hole thingie)

So, after you've looted all the junk drawers in your house, put all that crap in an envelope or something, throw in the official Mini-Metal Scavenger Hunt coupon below, and mail it off to:

Fleer Metal Hunt Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Once we receive your entry, we'll throw it together with the tons o' other entries we receive, and Magneto and Polaris will randomly select the winners from the pile! Only those entries with all 10 of the listed items enclosed will be eligible, y'know—so getcher detectors fired up and rollin'!

This contest expires August 31, 1995, so move it or lose it!

LEGAL LETTERS ASSEMBLED IN A MANNER THAT CREATES AN IMMENSE BLOCK OF HIGH-UNREADABLE COPY

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Fleer, their immediate families, and whoever invented the POG. There's a special place in hell for you, fella. Print your name, date of birth, address, city, state, zip code, and telephone number with area code on the official entry form or a three-by-five-inch index card, and enclose the form or card with your metal items. Mail each entry to Fleer Metal Hunt Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Never thought you'd see the word "grommet" used in a contest, huh? (We didn't, either.) **All entries must be received at contest headquarters by August 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entries received at contest headquarters. The random drawing will be conducted on September 1, 1995 by Wizard Press. Go, Dee!

For a list of winners, available after September 15, 1995, send a stamped, self-addressed envelope to Fleer Metal Hunt Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*.

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ENTRIES DUE BY AUGUST 31, 1995!

FLEER METAL HUNT CONTEST

NAME

HOME ADDRESS

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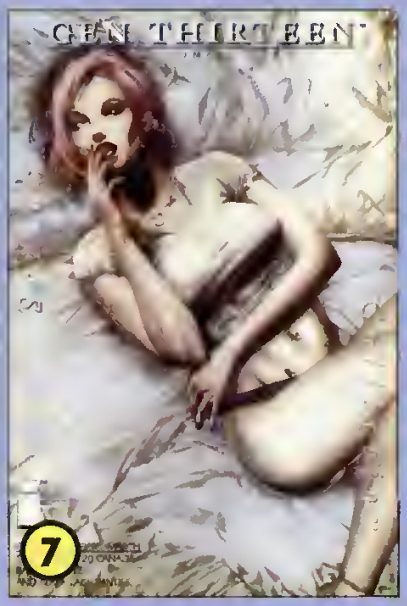
HAVE YOU ENCLOSED YOUR METAL PIECES WITH THIS FORM?

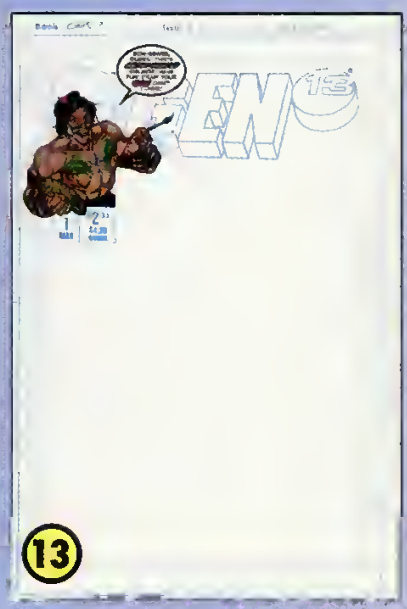
TOP 13 COMICS

Well, we've been bellyochin' for the lost six months or so about hoving to write obout *Gen*[13] every month, since thot book is olways ployin' king of the hill, but this month will be different. Them kooky WildStorm fellos kicked off the debut of the new, ongoing *Gen*[13] series by slopping no less than 13 different covers on thot bad boy. Needless to soy, they're oll pretty hot. And we're toking o vocotion. So enjoy the covers, ond we'll be bock next month with the regulorly scheduled Top Ten.

GEN 13™ & © Aegis Entertainment Inc. D&A WildStorm Productions



1. Common cover #1, by J. Scott Campbell and Alex Gorner.
2. Common cover #2, by J. Scott Campbell and Alex Gorner.
3. Art Adams' X-Babies parody.
4. Simon Bisley's *Heavy Metal* parody.
5. John Cleary's "Your Friendly Neighborhood Grunge" cover.
6. Michael Golden's "Gen13 Goes Madison Avenue" cover.
7. Michael Lopez's *Victoria's Secret* catalog parody.
8. Jason Pearson's "Gen-et Jackson" cover.
9. J. Scott Campbell and Chuck Gibson's *Brady Bunch* parody.
10. J. Scott Campbell and Tom McWeeney's "All Dolled Up" cover.
11. Joe Dunn's *Sandman* parody.
12. Anthony M. Cox's *Pulp Fiction* parody, starring Sofia Dominguez.
13. J. Scott Campbell's (and your) do-it-yourself cover.



TOP 100

Here's the list for MAY...
a countdown of the most-ordered titles as reported by Diamond Comic Distributors, Inc.

(CE=Collector's Edition)

what was hot 1 year ago...

1. Spawn #22 (Image)
2. X-Men #34 (Marvel)
3. Violator #1 (Image)
4. Uncanny X-Men #314 (Marvel)
5. Superman/Doomsday #3 (DC)
6. Wolverine #83 (Marvel)
7. WildC.A.T.s #11 (Image)
8. Batman #509 (DC)
9. Adv. of Cyclops & Phoenix #3 (Marvel)
10. Superman: The Man of Steel #35 (OC)

2 years ago...

1. Spawn #13 (Image)
2. WildC.A.T.s Trilogy #1 (Image)
3. ShadowHawk II #1 (Image)
4. X-O Manowar #0 (Valiant)
5. StormWatch #0 (Image)
6. Deathblow #2 (Image)
7. X-Factor #92 (Marvel)
8. Youngblood: Strike File #3 (Image)
9. Brigade #2 (Image)
10. Superman #79 (DC)

3 years ago...

1. Spawn #1 (Image)
2. X-Men #10 (Marvel)
3. Batman: Shadow of the Bat #1 CE (DC)
4. Uncanny X-Men #290 (Marvel)
5. Infinity War #2 (Marvel)
6. X-Force #12 (Marvel)
7. Spider-Man #24 (Marvel)
8. Web of Spider-Man #90 (Marvel)
9. Eclipse: The Darkness Within #1 (DC)
10. Ghost Rider #27 (Marvel)

1. Spawn #32 (Image)
2. X-Men #42 (Marvel)
3. Uncanny X-Men #322 (Marvel)
4. X-Men: Prime #1 (Marvel)
5. Wolverine #91 (Marvel)
6. Gen^{13} #2 CE (Image)
7. Generation X #5 (Marvel)
8. Sovereign Seven #1 (DC)
9. X-Force #44 (Marvel)
10. X-Factor #112 (Marvel)
11. Cable #21 (Marvel)
12. Lady Death: Btw. Heaven & Hell #3 (Chaos!)
13. Superman vs. Aliens #1 (Dark Horse/DC)
14. Excalibur #87 (Marvel)
15. Superman: The Man of Tomorrow #1 (DC)
16. WildC.A.T.s #20 CE (Image)
17. WetWorks #8 CE (Image)
18. Grifter #1 CE (Image)
19. Action Comics #711 (DC)
20. WildStorm Rising Part 1 CE (Image)
21. Violator/Badrock #1 (Image)
22. Batman Chronicles #1 (DC)
23. Star Wars: Dark Empire II #6 (Dark Horse)
24. Team 7: Objective Hell #1 CE (Image)
25. Amazing Spider-Man #403 (Marvel)
26. Superman #102 (DC)
27. Spectacular Spider-Man #226 (Marvel)
28. Batman #520 (DC)
29. Spider-Man #60 (Marvel)
30. Superman: The Man of Steel #46 (DC)
31. Adventures of Superman #525 (OC)
32. WildStorm Rising Part 10 CE (Image)
33. X-Files #5 (Topps)
34. Detective Comics #687 (DC)
35. Web of Spider-Man #126 (Marvel)
36. Avengelyne #1 CE (Maximum)
37. Weapon Zero #T-Minus-4 (Image)
38. Cyberforce #14 (Image)
39. Star Wars: River of Chaos #1 (D. Horse)
40. Wonder Woman #100 CE (DC)
41. Operation Knightstrike #1 (Image)
42. Batman: Legends...Dark Knight #73 (OC)
43. Batman: Shadow of the Bat #40 (DC)
44. StormWatch #22 CE (Image)
45. Backlash #8 CE (Image)
46. Fallen Empires #1 (Acclaim)
47. Incredible Hulk #431 (Marvel)
48. Azrael #6 (OC)
49. Robin #18 (DC)
50. Sandman #69 (DC)
51. Green Lantern #64 (DC)
52. Detective Comics Annual #8 (DC)
53. Ripclaw #3 (Image)
54. X-Men 2099 A.D. #22 (Marvel)
55. Superman Annual #7 (DC)
56. Deathblow #16 CE (Image)
57. Catwoman #22 (OC)
58. Vengeance of Vampirella #14 (Harris)
59. Batman: Legends...Dark Knight Annual #5 (OC)
60. Venom: Carnage Unleashed #4 (Marvel)
61. Ice Age—Magic: The Gathering #3 (Acclaim)
62. Magic—The Shadow Mage #3 (Acclaim)
63. Union #4 CE (Image)
64. Fantastic Four #402 (Marvel)
65. Wonder Woman #99 (DC)
66. Aliens vs. Predator: War #1 (Dark Horse)
67. Glory #3 (Image)
68. Superboy #17 (OC)
69. Catwoman Annual #2 (DC)
70. Flash #103 (DC)
71. Spider-Man Super Size Special #1 (Marvel)
72. Savage Dragon #13 Larsen Version (Image)
73. Spider-Man 2099 A.D. #33 (Marvel)
74. WildStorm Sourcebook #1 (Image)
75. The Maxx #16 (Image)
76. Code Name: Stryke Force Zero (Image)
77. Top Cow/Bell. Studios Swimsuit #1 (Image)
78. ShadowHawk #18 (Image)
79. Neil Gaiman's Lady Justice #1 (Tekno•Comix)
80. What If? #75 (Marvel)
81. Aliens/Pred.: Deadliest...Species #11 (D. Horse)
82. Avengers #388 (Marvel)
83. Beavis & Butt-Head #17 (Marvel)
84. Silver Surfer #106 (Marvel)
85. Fantastic Four: Atlantis Rising #2 (Marvel)
86. Star Wars: Droids #2 (Dark Horse)
87. Team Youngblood #18 (Image)
88. Captain America #441 (Marvel)
89. Aquaman #10 (OC)
90. Lobo #17 (DC)
91. Daredevil #342 (Marvel)
92. Knightmare #4 (Image)
93. Ghost #2 (Dark Horse)
94. Mickey Spillane's Mike Danger #1 (Tekno•Comix)
95. Iron Man #318 (Marvel)
96. The Dragon: Blood & Guts #3 (Image)
97. Aquaman Annual #1 (DC)
98. The Books of Magic #14 (OC)
99. Brigade #20 (Image)
100. The Power of Shazam! #5 (OC)

Help Bart Save the World!

Hey, man, wanna help out yer buddy Bart and win a shot at bringin' home some great Simpsons stuff, like an animation cel and some signed comics? Then read on, 'cause *Wizard* and Bongo Comics have one heckuva contest for you!

Grand Prize (One winner)

One Grand Prize winner will walk off with a gen-u-ine animation cel from the Simpsons TV series!

Second Prize (10 winners)

Ten Grand Prize wannabes take home a set of the first six issues of the *Bartman* comic book series, signed by Simpsons creator Matt Groening himself!

But to be eligible to get any of that stash, you gotta help Bart come up with an excuse so he can slip outta class and become Bartman (and save the world, of course). In fact, you gotta whip up a whole Top Ten Excuses list, and if we judge your list to be the best (i.e., funniest), bam, you win.

After you're done putting that laugh-filled list together, fill out the official Bartman entry form below, attach it to the back of your top ten list, and mail the whole thing off to:

Bartman Top 10 Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

This contest expires August 31, 1995, and there's no excuse if you're late!

LEGAL STUFF THAT NONE OF YOU PEOPLE WOULD READ, EVEN IF WE PAID YOU TO DO SO

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Bongo Comics, Twentieth Century Fox Film Corporation, their immediate families and especially that Groening fella. Print your name, date of birth, address, city, state, zip code and telephone number with area code on the official entry form or a three-by-five-inch index card, and attach your list to the form or card. Mail each entry to Bartman Top 10 Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules hereof. Give a hoot, don't pollute, never be a dirty bird. **All entries must be received at contest headquarters by August 31, 1995.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected by the *Wizard* staffers, who will look for the entries with the most originality, creativity and humor. The judging will be conducted on September 1, 1995 by Wizard Press.

For a list of winners, available after September 15, 1995, send a stamped, self-addressed envelope to Bartman Top 10 Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

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ENTRIES DUE BY AUGUST 31, 1995!

BARTMAN CONTEST

NAME

HOME ADDRESS

CITY STATE ZIP

PHONE DATE OF BIRTH

DID YOU ATTACH YOUR TOP 10 LIST TO THIS FORM?

Wizard Market WATCH

by **Jon Warren** and **Marc Wilkofsky**

As the Market Burns

As another summer quickly approaches and our world turns warmer, the comic market world is turning significantly hotter in many areas. Before you restless readers lay out your beach towels, we'll lay out some of those fiery areas for you, 'cause we love guiding you along all the right collecting roads!

THE HOT RECENT RELEASES (1991-95)

• **The mega-hot *Gen*[13] series** (Image). When the WildStormers said they'd be satisfying fans' cravings for their favorite superteens with an ongoing series, they weren't kidding! The **11 variant editions of *Gen*[13] #1**, which are all over *Wizard*'s Top Ten this month, are very, VERY hot, selling for as much as $20 in some establishments (and as little as $10 in others). Many members of our retailer network agree that these 11 editions are very difficult to find. Demand could be short-lived, however, because complete sets—of these 11, and the two regular editions—in special packages will hit the market in June from Image. By the way, don't buy any Gold Foil editions of #1; it's been confirmed that several high-quality fakes (read: counterfeit) are being sold out there. Retailers in the Los Angeles area bought and started selling several of these books, which were *not* published by Image; copies may have left that area. Market Watch: the crimefighting column!

• **The X-Men titles** (Marvel Comics). Ever since the X-Universe imploded and recreated itself, collectors have felt a resounding boom throughout Marvel's mutant titles. The various timeflip X-books have been the market champs these past few months, knocking almost every other type of comic out of the top of the Top 100, selling out just about everywhere, and keeping values of titles like ***Astonishing X-Men*** and ***Generation Next*** on the upswing. ***X-Man*** might be the choice timeflip book in terms of watchability, as this title—along with its intriguing new Nate Christopher character—is the only "Age of Apocalypse" book continuing into the "real" X-Men reality. Several other recent X-issues are running hot 'n' heavy these days, including: ***Uncanny X-Men* #316-#317** and ***X-Men* #36**, which introduced Generation X; ***Uncanny X-Men* #282**, the debut of Bishop (a central timeflip figure); and ***X-Factor* #88**, the debut of villain-turned-team member (yeah, like *that* happens a lot) Random.

• **Other Image Comics.** Whether it's thanks to writer Neil Gaiman's conceptions or the

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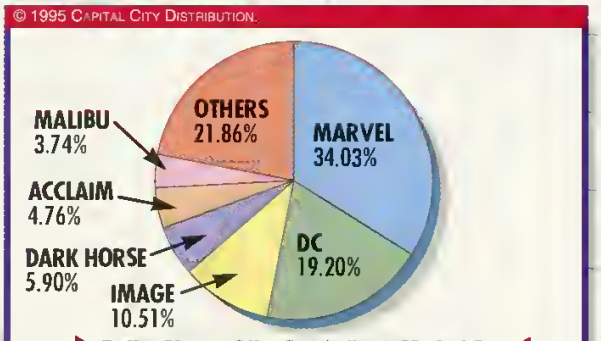
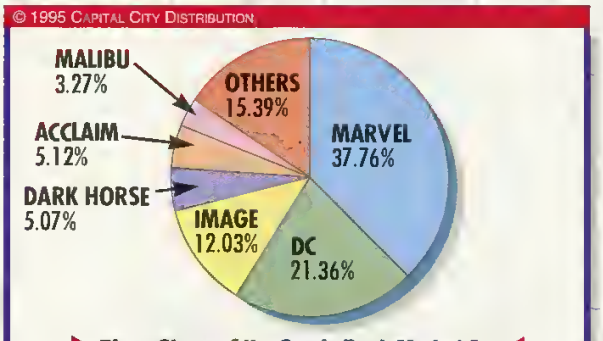
Spawn connections, Angela's recent mini-series is still looking skyward and seeing no limit! Do



▶ ***Dollar Share of the Comic Book Market for APRIL, according to Capital City Distribution*** ◀



▶ ***Piece Share of the Comic Book Market for APRIL, according to Capital City Distribution*** ◀

DOLLAR SHARE: As DC jumped back to its regular, four-week publishing schedule (it only published three weeks' worth of books in March, to realign its schedule), it rose 2.01 points in April. Marvel's strong-selling timeflip X-storyline pushed its dollar share up 3.34 points, while Malibu's 1.17 increase is evidence that the connection between the two M's has definitely been sales-effective. Dark Horse, Image and Acclaim upped their number of releases, but each saw dollar share losses, probably created by the massive competition.

PIECE SHARE: April's Dollar Share winners were the Piece Share victors here. DC soared up 2.78 points, Marvel enjoyed a 1.76-point hike and Malibu's share rose almost a point. This is possibly due to a gradual return of readers to the older companies—DC and Marvel—and interest in Marvel helps its acquisition Malibu. The other three companies lost some ground here, but Dark Horse is still strong at 5.07, and Acclaim is still faring much better than during its pre-"Birthquake" days.

we smell an ongoing series for this popular character? If so, you *really* have to watch this first mini-series. And just because her debut in ***Spawn* #9** hasn't seen any significant movement, doesn't mean you should forget about that issue, too. Meanwhile, the Gen[13]-connected ***Kindred*** and ***Team 7*** minis are far from slouches where activity's concerned, and surprise of surprises, ***Supreme* #25** has been warming up again. We can't avoid crediting cover artist Stephen Platt for this particular heat (he's still got something goin'), but the fact that the issues leading into and following this "Images of Tomorrow" book (published last year) have finally shipped, definitely works in there, as well.

• ***X-Files*** (Topps Comics). This new entry into the comics industry is an uncanny success. The comic series materialized out of thin air, which is exactly what you'll find if you look in comic store boxes where the scooped-up **#1** (now at a $25 value) **through #3** used to be. If you're a true collector unsure of whether to pay a slightly high premium for any of these issues, we say go for it if they're still within your budget's reach. But if you're just interested in transporting yourself into the highly involving—and often unsettling—stories, Topps' two soon-to-ship compilation TPBs (reprinting #1-#3 and #1-#6) are your inexpensive ticket.

• **Batman** (DC Comics). Various Batman books of all ages are already starting to feel some good vibrations as the summer's *Batman Forever* blockbuster nears. To narrow down the possibilities a bit, collectors of more recent books know that since Robin is finally a key player in the film's story, most appearances by the Boy Wonder—or, more precisely, Dick Grayson—are worth a shot. One of the early Nightwing-in-the-Batsuit issues, ***Batman* #512**, is catching up to the already solid ***Robin* #0**, where Grayson first dons the costume. Keep your eyes peeled on the rest of the "Prodigal" issues, which might rise as well.

• **Superman** (DC). DC's Last Son of Krypton has been seeing ups and downs more often than he's been hit with the "Death redux" stories (like the sales-pushing "Death of Clark Kent" epic and upcoming Bloody-S-wearing serial killer story arc), which the company hopes will return Supes to the high excitement and revenue levels of yesterday. Things are definitely in a state of flux, so keep watching.

• ***Savereign Seven*** (DC). Just a quick note about a new series, starring a team of superpowered refugees trapped on DC-Earth. Its first issue had very strong order numbers, and hey, it's written by former X-scribe Chris Claremont (ex-*Wolverine* artist Dwayne Turner's art looks spiffy, too). Might not be a bad idea to pick this one up, as the fast-paced book could be a quick-selling sleeper, as well as a potential Market Watch hot topic.

• **Bad Girls aplenty** (various publishers). This trend is still moving onward, as the titanic trio of Lady Death from Chaos!, Shi from Crusade and Vampirella from Harris keeps kicking butt in the market. LD fans might be thrilled to know that with this issue's Price Guide, her original Chromium-covered #1 has surpassed *Sandman* (Vol. 2) #1 in value (well, we thought it was an interesting fact). It also looks like *Shi*'s about to beat Vampi's *Vengeance* title value-wise. DC's Wonder Woman, Topps' Lady Rawhide and London Night Studios' Razor make up another major trio—just keep watching their scarce issues (like ***WW* #90**, artist Mike Deodato Jr.'s first regular *WW* work, and Artemis' debut), first issues (that gore-lovin' girl **Razor** has one unstoppable **#1** and HOT series), and first appearances (Lady R's in Topps' steamin' ***Zarra* #3**) zoom up in value!

• **Watchable titles** (various publishers). "Spoon!" **The Tick** is MIGHTY, citizens! More and more people appear to be getting familiar with this totally off-the-wall character—thanks in large part to his hit animated series—as the intense interest in his late '80s-to-early '90s comics series demonstrates. And Pen and Ink's ***Wandering Star*** has much market potential; it's the fresh, new type of small press book readers are looking for these days. Teri S. Wood's creator-owned title is slowly climbing the market stairs, and it just

WIZARD'S TOP TEN HOTTEST ARTISTS

Photo: Al Ortega

1 **Todd McFarlane**
Spawn

Photo: Sampsel & Preston

2 **J. Scott Campbell**
Gen[13]

3 **Greg Capullo**
Spawn

Photo: J. Schuyler

4 **Adam Kubert**
Wolverine

Photo: J. Schuyler

5 **Andy Kubert**
X-Men

6 **Joe Quesada**
Ash

Photo: Al Ortega

7 **Chris Bachalo**
Generation X

Photo: Jim Gipe

8 **Steven Hughes**
Lady Death

Photo: Al Ortega

9 **Kelley Jones**
Batman

10 **John Byrne**
upcoming *Wonder Woman*

WIZARD'S TOP TEN HOTTEST WRITERS

Photo: Al Ortega

1 **Neil Gaiman**
Sandman

2 **Peter David**
Incredible Hulk, Aquaman, Spider-Man 2099

Photo: Sampsel & Preston

3 **Brandon Choi**
Gen[13]

Photo: J. Schuyler

4 **Scott Lobdell**
Uncanny X-Men, Generation X

Photo: Al Ortega

5 **Fabian Nicieza**
X-Men

6 **John Byrne**
Next Men, upcoming *Wonder Woman*

Photo: J. Schuyler

7 **Ron Marz**
Green Lantern, X-O Manowar

8 **Dan Jurgens**
Superman, Solar

Photo: Al Ortega

9 **James Robinson**
Starman, WildC.A.T.s

Photo: Mitch Jenkins

10 **Alan Moore**
From Hell, upcoming *Spawn BloodFeud, WildC.A.T.s*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE RETAILER SURVEY.

Market WATCHERS

Just when you thought it was safe to enter this column...the Polybag Controversy RETURNS!

Dear Market Watchers,

I have thought of a way to solve the polybagged comics problem. Brad Ingraham (issue #41) said to Ziploc them. Here's an even better idea that *would* work. Step 1: Companies distribute comics, cards, etc. in separate boxes. Step 2: Comic owners place comics on racks. Step 3: Comic owners place "goodies" behind the counter. Step 4: Fan buys book. Step 5: Owner says, "Here are your cards, posters, etc." Step 6: Trend catches on. Problem solved. What do *you* personally think?

Steven McCune
Fayetteville, NC

Great idea, Steven—but close to impossible in large-scale terms. First of all, most publishers believe that you have to hit buyers over their freebie-lovin' heads with incentives, and also want to make absolutely sure each book's incentive actually makes it into the hands of the book's buyer, so polybagging the book—with the bonus inside and a note on the bag—does this job well. Also, in many stores, your process would fall apart at Step 3. Retailers may try to sell the cards separately, without requiring the book's purchase (Don't assume that won't happen!), or may not want to go through the trouble of storing and watching over stacks of cards for 20 different comic promotions (retailers have more than enough to deal with already, believe me). Also, it's much easier and cost-effective for a publisher to use the ol' polybook method; shipping the books and extras separately, and insuring that retailers can both advertise and correctly implement the promotion from the moment the materials arrive in their stores, isn't exactly cheap. Well, that's what I think—sorry to blast your idea to bits like that, Steven; in a utopian world, it'd be a super plan.

Dear Wizard,

Regarding the polybag issue, I have one question. When you take a comic out of its polybag, it is supposedly a "damaged" comic. If this is true, how "damaged" is the comic, and of what fraction of the "undamaged" comic is the "damaged" comic's value? It might be good to print this letter, because I know many other collectors are wondering the same thing.

Kevin Strick
Mission Viejo, CA

That's an excellent, but tricky, question, and it's where the whole polybag controversy lies. Half the collecting world views a carefully opened (along the top) polybook as "undamaged," and the other half says opening up the bag is as damaging as pouring grape juice on it, but how far this brings the value down really varies throughout collectors' very independent minds. So I'd be remiss in giving you a set-in-stone answer (gasp—yes, you could say I'm "stumped"), Kevin, but I can lead you to another good question...

Dear Wizard Market Watchers,

Can you tell me *why* publishers polybag their comics? Because it really sucks if the story inside is cool, but because of some stupid promo card, it's worth more bagged and you don't want to damage it.

Mike Saavedra
Keyport, NJ

There's a simple answer, Mike, as I told Steven: to make sure those bonus cards, POGs, holographic roach traps, etc., stay connected to the comic. In *Wizard*'s case, polybagging is a necessary "evil," with all the inserts we toss into each issue (and, as you might've noticed, we now feature the cover blurbs on the bag, to keep the killer cover art clear). And then there's a more detailed (and more opinionated) reply: Because several pub-

CONTINUED ON PAGE 144

might be the next *Bone* or *Cerebus*.

• **Deflating titles** (various publishers). Those of you who are still holding on to your **Stephen Platt *Moon Knights*—#55-#57** and **#60**—and your early Valiants, like ***X-O Manawar* #1-#4**, might want to give 'em the al' heave-ho soon, because the only activity they've been seeing recently is downward. With Platt, fans seem to be more interested in his current Image endeavors, rather than his first published work. In Valiant's case, since its "Birthquake" relaunch, its books have yet to take off, sparking little interest in the company's back-issue market. DC's Labo might be joining this group soon, though he's still got some market life left; we'll let you know.

MODERN AGE SELLERS (1970-90)

• ***Amazing Spider-Man*** (Marvel). The Clone-story-starting **#149-#151** went down again this month; it just ain't happening no more for these books. Many collectors out there scooped 'em up, thinking the Spider-Clone's return and the resultant story ramifications would keep these books soaring, but no dice; their time has come and gone. If you're one of those collectors, go find a buyer—fast.

• ***Teen team books*** (various publishers). It's Slump City for DC's ***New Titans***, and Marvel's ***New Mutants*** and ***New Warriors***, a situation that could be due to *Gen*[13]'s steady rise in popularity. As several back issues of these three titles slowly sink in value, Legion's appearances in *New Mutants* are still doing fine—he started the X-Men time-flip thing, y'know!

• **Other hot MA books** (various publishers). You can't miss with these mutant books: the first issue of the ongoing, always-hot ***Walverine*** series, ***Uncanny X-Men* #101** (the debut of Phoenix, whose popularity flames were probably fueled by the recent—and excellent—Phoenix story adaptation in the animated series), **#201** (that ol' baby Cable issue, recently reprinted in *X-Men Classic* #105 for those of you low on funds), and **#221** (the first app of Mr. Sinister, a major timeflip player), as well as the debut story of Mystique, another timeflipper, in ***Ms. Marvel* #16-#18**. And then there're the early ***Sandman*** issues, which we predict will stay strong for a long while after the title's end in half a year. It's a great time to hop on these market "elevators," while they're going straight up!

UNCANNY X-MEN™ & © Marvel Entertainment Group

POPULAR SILVER AGE BOOKS (1955-70)

• ***Amazing Fantasy* #15** (Marvel). Spider-Man's first appearance and origin moved up this month to $20,500, showing continued strong demand for the quintessential Silver Age comic.

• ***Amazing Spider-Man*** (Marvel). Most issues **before #100** are moving; speculation about the upcoming movie has more than a little to do with this. Issue #1, the second part of the origin story from *AF* #15, moved up to $15,000 this month.

• ***Batman*** (DC). The whole SA series of ***Batman*** is heating up, but one of the most noteworthy is issue **#171**, with the first Silver Age appearance of the Riddler. Jim Carrey's upcoming portrayal of the enigmatic villain in *Batman Forever* is sure to be a hit, driving some collectors to sweep up the character's debut. Its Price Guide value moved up to $275 this month. Another hot Bat-issue is **#181**, which boasts the first-ever appearance of Poison Ivy, a villainess who's

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- Fauve
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- James Fry
- Ken Gale
- Ron Garney
- Jackson Guice
- Michael Gilbert
- Mike Gold
- Lurene Haines
- Marc Hempel
- Greg Hyland
- Bob Ingersoll
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gaining interest through her recent depictions in *Batman Adventures* and *Wonder Woman*. Copies with the poster still intact are quite scarce. The guide value moved up to $75 this month—still a bargain. Honorable mention also goes out to issue **#234**. This one's known as the first SA appearance of Two-Face, it features some really cool Neal Adams art, and it's tough to find in top condition. This, too, jumped to $75 in this month's guide.

• ***Fantastic Four* #4** (Marvel). The first appearance of the Silver Age Sub-Mariner (May 1962) just sold for $3,700 in Near Mint condition, according to *Wizard* VIP Keith Contorino of Atlanta, Georgia. This sale illustrates that when really high-grade copies of key books turn up, they sometimes sell for higher than price guide value.

• ***Superboy*** (DC). Early issues of this original series have been scorching hot recently. We've extended the series listing in the Price Guide this month; it now starts with issue **#1** from 1949, giving this series the distinction of being the earliest series in the *Wiz* PG. The hottest of all is, not surprisingly, issue #1, weighing in at $4,500 for an NM copy (good luck finding one).

THE GOLDEN AGE MARKET (1938-54)

• ***Whiz* #2** (DC). This month's new world record: $176,000 for *Whiz* #2 from the famous Mile High collection. Steve Geppi, owner of Diamond Comics Distributors and a longtime Golden Age collector, recently purchased the finest-known copy of this landmark first appearance of Captain Marvel (DC's version, not Marvel's) from an unidentified Virginia collector.

• ***Action Comics* #1** (DC). The market's still abuzz with the record sale of this issue last month, reported in issue #46's MW, for $137,500. Pacific Comics Exchange President Robert Rotar estimates that only 75 copies of this issue still exist.

• ***Batman* #1** (DC). More big bucks sales are happening here, as Pacific Comics Exchange's Rotar reports that the high grade copy of this issue from the famous Cosmic Aeroplane collection was just sold to a private collector for $44,000.

Good news! If you'd like to comment on our market coverage, you now have two choices: you can write to Market Watchers, or use America Online to contact *Wizard* Senior Price Guide Editor Jon Warren! Send any questions, comments or suggestions about this column, the Price Guide or the comics market in general to Jon at **JanRWarren@aol.com**. Hope to hear from you soon! ☆

Marc Wilkofsky predicted the Adam Ant comeback, while Jon Warren is still waiting for Gary Glitter's.

lishers feel the need to make usually low-quality books *look* cool by throwing in a "free" card (which buyers frequently pay for through a higher cover price). They love taking advantage of collectors who "have" to buy two copies and keep one bagged, *and* they feel that giving a potential customer the option of skimming through their comics in the store isn't the least bit important.

Hope that clears it up.

FIRESTORM ™ & © DC Comics

***Firestorm* #61A (left) is an early example of a variant cover.**

Dear Mr. Watcher,

The *Wizard* Price Guide (in ish #41) has *Fury of Firestorm* #61A at $60.00. Can you tell me if the following is in fact that comic?

My issue #61 has the title *Firestorm, The Nuclear Man*, and not *Fury of Firestorm* as your price guide says. But, on the first page, it *does* say *Fury of Firestorm*. So what's up? Is my book worth $1.25 or $60.00? Is it the test logo edition?

Thanks so much,
Eric Wong
Silver Spring, MD

First of all, the copy on the left, with Superman bursting out of the "Superman Comics" circle in the corner, is the A-book. In 1987, DC released—mostly in the Seattle, Wash. area—1,000 of these, as well as 1,000 copies of a "variant" edition of *Justice League* #3, to see if a browser's eye would latch onto the popular hero's image. It didn't work. Secondly, issue #61 *is* part of the John Ostrander-written *Fury of Firestorm* series (which changed to *Firestorm the Nuclear Man* and a then-snappy logo with #65), even though the cover logo on the regular edition doesn't have the "Fury of" part. Finally, if anyone has this type of question in the future, please send a picture, so I can know whether to congratulate you or send you a box of tissues. Sorry, Eric. It looks like the latter applies to you.

Dear Market Watchers,

I am thinking about investing some money in Vampirella and Lady Death comics. Would this be a good choice? Are these comics expected to increase in value in the future? I don't wish to make a mistake. Could you please help me? I would appreciate it.

Joshua Myers
Martinsville, IN

So you want to pour some cash into a couple of hot women, Josh. Well, if you were to pick any Bad Girl titles to invest in, these would be two of the few I'd suggest you strongly consider. These original BG trendsetters are still riding this market wave pretty solidly, and won't drown when that particular wave crashes (and it eventually will—as they say, too much of a good thing...except for *MTV Unplugged*). When that happens, you can expect, at the very least, a leveling off of values for these antiheroines' books and most others. Now, that doesn't mean the other publishers don't have solid offerings; several BG books out there, like *Shi* and *Razor*, have enough quality and consistency to probably survive this trend's imminent Black Monday. So none of you other pub's get riled up, you hear?

Well, that's all for this month. See ya, see ya. Hope you had a good, good time. So long!

—Marc Wilkofsky
Feelin' Groovy

Hey, Market Watchers! Send your letters to:
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PRICE GUIDE

ABOUT THE PRICE GUIDE

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

HOW TO USE THIS PRICE GUIDE

It's easy. When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3.00
201	3.00
202	4.00
203	4.00
204	3.00
205	3.00
206	3.00
207	3.00
208	3.00
209	2.00
210	2.00
211	3.00
212	3.00

In this example, issues #202 and #203 have risen in value since last month, issues #209 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars don't mean that a comic will necessarily rise or fall in value in the future. The comic market is like a waddling penguin.

ABBREVIATIONS (NEW NAMES ARE IN GREEN)

REFERENCES

1·	First Appearance of
anniv	Anniversary Issue
B	Begins stories with
cvr	Cover
D·	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
I·	Introduction of
IR	Identity Revealed
J	Joins
L	Last story with
M·	Married
O:	Origin of
p	part #
PF	Prestige Format
Q·	Quits
R	Return of
SC	Softcover
sz	size
TPB	Trade Paperback
w/	With
w/o	Without

ARTISTS/WRITERS

AAd	Art Adams
AAu	Adam Austin (Gene Colan)
ABa	Andy Barlow
ABe	Antony J.L. Bedard
ABl	Adam Blaustein
ABr	Allyn Brodsky
ACo	Amanda Conner
ACt	Andre Coates
ACu	Allen Curtis
ADa	Alan Davis
ADn	Antonio Daniel
ADr	Arnold Drake
ADv	Al Davison
AFo	Alan Dean Foster
AGa	Alex Garner
AGd	Alan Gordon
AGi	Armando Gil
AGn	Archie Goodwin
AGo	Adnan Gonzales
AGr	Alan Grant
AHe	Andrew Helfer
AHo	Art Holcomb
AHu	Adam Hughes
AJa	Allan Jacobsen
AJo	Arvell Jones
AKb	Andy Kubert
AKn	Andy Kuhn
AKp	Alan Kupperberg
AKu	Adam Kubert
AKw	Alisa Kwitney
ALa	Andy Lanning
ALc	Alcatena
ALo	Arvin Loudermilk
ALp	Aaron Lopresti
AMa	Andy Mangels
AMc	Angus McKie
AMe	Angel Medina
AMi	Al Milgrom
AMo	Alan Moore
AMp	Amos Poe
ANi	Art Nichols
ANn	Alex Niño
ANo	Ann Nocenti
APa	Andrew Paquette
APe	Andrew Pepoy
APn	Arnold Pander
APo	Adam Pollina
APr	Andrew Pritchett
ARa	Arthur Ranson
ARo	Alex Ross
ASa	Alex Saviuk
ASc	Alberto Salchann
ASf	Art Saaf
ASi	Aubrey Singer
ASm	Andy Smith
ASn	Angelo Stano
ASr	Allen Salyer
ASt	Alec Stevens
ATh	Art Thibert
ATo	Alex Toth
AVa	Andrew Vachss
AWe	Alan Weiss
AWi	Al Williamson
AWl	Anthony Williams
AWm	Andrew Wildman
AWn	Andrew Wendel
AWs	Aron Wiesenfeld
AWt	Art Wetherell
AZe	Alan Zelenetz
BAn	Brent Anderson
BAs	Bill Anderson
BAu	Brian Augustyn
BBd	Brett Breeding
BBe	Brian Michael Bendis
BBk	Bill Black
BBl	Bret Blevins
BBn	Bob Brown
BBo	Brian Bolland
BBr	Barry Blair
BBt	Brett Booth
BBu	Bob Budiansky
BCh	Bernard Chang
BCo	Brandon Choi
BDi	Buzz Dixon
BDr	Bill Draut
BDu	Barry Dutter
BEv	Bill Everett
BGa	Bill Galvan
BGo	Brad Gorby
BGr	Bill Griffith
BHa	Bob Harras
BHe	Ben Herrera
BHi	Bryan Hitch
BHl	Bob Hall
BHa	Bo Hampton
BHn	Bob Hanon
BHo	Bill Hobbs
BHt	Brian Hotton
BHy	Bob Haney
BJa	Bill Jaaska
BJo	Bruce Jones
BJy	Bernie Jaye
BKa	Bob Kane
BKe	Barbara Kesel
BKi	Barry Kitson
BKl	Barbara Kaalberg
BKn	Bill Knapp
BKu	Bill Kunkel
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BLc	Blackwell
BLo	Bruce Love
BLs	Batton Lash
BLu	Bob Lubbers
BMa	Bill Mantlo
BMc	Bob McLeod
BMd	Brian McDonald
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BMk	Brandon McKinney
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BMs	Bill Maus
BMt	Brendan McCarthy
BMu	Brian Murphy
BNa	Bob Napton
BNe	Bill Neville
BOc	Brian O'Connell
BPa	Bruce Patterson
BPe	Brandon Peterson
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BWr	Berni Wrightson
BWt	Brian Witten
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CMo	Christopher Moeller
CMr	Charles Moore
CMs	Charles Marshall
CNo	Cedric Nocon
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CPf	Chuck Pfarrer
CPo	Carl Potts
CPr	Christopher Priest
CRu	Craig Russell
CSc	Christopher Schenck
CSn	Craig Stormon
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CSt	Chic Stone
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WSm William Simpson
WVa Wayne Vansant
WWo Wally Wood
YGu Yvel Guichet
YLa Yancey Labat

DID YOU KNOW?

While Green Arrow recently met Hal Jordan in a fictional diner, there was actually a Green Lantern Diner located on U.S. 101, south of Fayetteville, N.C., way back in 1970. The logo for the comic book and the sign advertising the diner were exactly the same, except the diner illuminated its logo in yellow lights. Maybe they served power onion rings and Oa Juice...

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251 L Tommy Tomorrow 100.00
252 1&O:Supergirl 975.00
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254 1st Superman & 8izarro meeting (see Superboy #68 for 1st app) 180.00
255 1 Bizarro Lois 120.00
256-260 ..... 75.00
261 1 Streaky the Super-Cat 85.00
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267 1 Chameleon Boy, Invisible Kid, Colossal Boy 290.00
268-269 ..... 50.00
270 Batman 50.00
271 vs Luthor 50.00
272-274 ..... 50.00
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276 MWi WBo Legion 125.00
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283 1st 12¢ cover price Legion of Super-Villains 55.00
284 Mon-El 50.00
285 Supergirl 50.00
286 Legion of Super-Villains 35.00
287 MWi CSw Legion 25.00
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289 JSi JMo Legion 25.00
290 Legion, Phantom Girl 25.00
291 O:Bootsie, Tigey 20.00
292 Comet the Superhorse 20.00
293 O·Comet 55.00
294-296 ..... 20.00
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306 ..... 15.00
307 Saturn Girl 15.00
308 ..... 15.00
309 Legion, 8atman 18.00
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314 Justice League 15.00
315-320 ..... 15.00
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340 1&O Parasite 9.00
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361-364 ..... 6.00
365 MWe CSw Legion 6.00
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374-383 ..... 6.00
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411 CSw C8a O retold Eclipso 6.00

ACTION COMICS #553

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412-418 ..... 4.00
419 CSw CBa 1 Human Target 6.00
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425 NAd 8:Atom 9.00
426-436 ..... 4.00
437 CSw EMa 100 pages 7.00
438-439 CSw CBa 4.00
440 MGr Green Arrow 6.00
441 MGr Green Arrow 5.00
442 MGr Atom 3.00
443 100 pages, JLA vs all villains 7.00
444-446 MGr Green Arrow bkup 3.00
447-499 ..... 3.00
500 CSw MPa Legion, no ads, Superman's life story 4.00
501-551 ..... 2.00
552 Animal Man 8.00
553 Animal Man 8.00
554 GKa MWo dedicated to Joe Shuster & Jerry Siegel 2.00
555-582 ..... 2.00
583 CSw AMo "Last" Superman story, p2 ..... 10.00
584 JBy JBy New T. Titans 3.00
585-597 JBy JBy 2.00
598 JBy JBy 1 Checkmate 4.00
599 JBy JBy Metal Men 2.00
600 JBy GPe 50th Anniv 7.00
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267 2nd Legion 600.00
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270 8 Congorilla 70.00
271 O Luthor 150.00
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282 O:Legion 110.00
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309-310 Legion 45.00
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328-330 ..... 25.00
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348 GPa JSh O Sun 8oy, 1 Dr Zaxton Regulus 11.00
349 CSw JSh 1.Universo 11.00
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420-421 Animal Man 4.00
422-427 ..... 2.00

YOU MISSED

ACTION #710... While Conduit tries to kill Lois, he sends a new and improved Metallo to attack Superman. Supes beats Metallo, but apparently not in time to save Lois from a bomb.

WIZARD PRICE GUIDE

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429-430 TDz Black Orchid 4.00
430-460 ..... 1 50
461 Earth-2 Batman 6 00
462 D Earth-2 Batman 6.00
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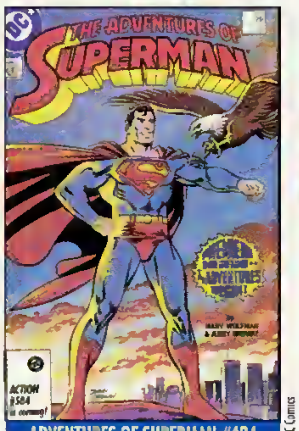

ADVENTURES OF SUPERMAN #424

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ADVENTURES OF SUPERMAN

DC COMICS (1987-current)
previously Superman (1st)

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424 JOr MWo new Superman 2 00
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454 JOr JOr 1:new Mongul 2 00
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505A newsstand edition 2 00
506-520 ..... 1.50
521 Slm KKe Thorn returns 1 50
522 Slm KKe one of Supes' deadliest foes knows his ID 1 50
523 Slm KKe Death of C. Kent,p2 ..... 1 50
524 Slm KKe p6, Supes confronts villain responsible for predicament 1 95
525 Slm KKe depressed Superman 1.95
ANNUAL 1 ..... 2 50
ANNUAL 2 JBy/DJu,CSw Lobo,L E G I O N 5 00
ANNUAL 3 Arm 2001 ..... 2 00
ANNUAL 4 Eclipso 2 50
ANNUAL 5 Bloodlns,p16,1:Sparx 2 50
ANNUAL 6 Elseworlds story 2 95

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3 the Judgement Gate 2.50

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3-18 LSt CDi 2 00

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TPB rep first series #1,#7-11 ..... 9 95

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DARK HORSE (1988-1989)

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1A 2nd print 4.75
1B 3rd pnnt 2.75
1C 4th print 2 50
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3-4 JAr DWi/MRi 3.00
SC 13 95

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4 KJo JPr D:Everyone 2.75
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0 Reprints-DHP #34-36 ..... 15 00
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3 PNo RSt 6 00
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SC reprnts series,new art pages 19 95
HC limited edition HC version 79 95

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2 mini-series concludes 2 50

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10 1:Jonah Hex 90.00
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3-7 JBy JBy 2 50
8-10 JBy JBy 2.00
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91-105 ..... 1 50
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14 SDi Professor X prototype 350.00
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3-6 Kirby/Ditko 325.00
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3-4 JKi JKi Mandann ... 9 00
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8 NAd RTh Thor,L 8 Widow ... 8 00
9 MSk GCy Magneto ... 6 00
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15 SDi SLe 1&O Spider-Man,1 Aunt May,1&D Uncle Ben,1 Flash Thompson,1.Burglar ... 20,500.00

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4 SDi SLe 1&O Sandman, 1 Betty Brant ... 1,100 00
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6 SDi SLe 1&O Lizard ... 850 00
7 SDi SLe Vulture ... 600 00
8 SDi SLe Fant. Four b'kup story ... 650 00
9 SDi SLe 1&O Electro ... 650 00
10 SDi SLe 1:Enforcers,1 Big Man ... 525 00
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12 SDi SLe Dr Octopus ... 360 00
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17 SDi SLe Green Goblin ... 425 00
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40 JRo SLe 1st origin of Green Goblin ... 230 00
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45 JRo SLe Lizard ... 65 00
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48 JRo SLe 1&O.Vulture II ... 65.00
49 JRo SLe Kraven,Vulture ... 65 00
50 JRo SLe 1:Kingpin ... 325 00

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1 signed & numbered copy of ASH #1, bagged w/Kid Death litho 24.95

ASTER

ENTITY COMICS (1994-current)
0 OIs NRo/RRo O: Aster 2.95
1 OIs NRo/RRo mini-series 2.95
1A gold logo 12.00
1B signed & limited edition 29.95
2 OIs NRo/RRo 2.95
3 OIs NRo/RRo 2.95
3A variant cover 5.00
4 OIs NRo/RRo final issue 2.95
TP8 reps. #1-4, plus pin-up gallery 12.95

ASTONISHING TALES

MARVEL (1970-1976)
1 JKi SLe Dr Doom,Ka-Zar 20.00
2 JKi RTh Dr Doom,Ka-Zar 12.00
3-6 8Sm GCy Dr Doom 17.00
7 HTr RTh Doom vs B Panther 12.00
8 HTr RTh Dr Doom,Ka-Zar 12.00
9 JBu SLe Ka-Zar 4.00
10 BSm RTh Ka-Zar 8.00
11-12 ..... 8.00
13-24 ..... 3.00
25 RBu DMo 1&O:Deathlok 40.00
26 RBu DMo Deathlok, 1:Warwolf 10.00
27 RBu DMo O Deathlok 10.00
28 RBu RBu Deathlok 10.00
29 rep Marvel S.Heroes #18 ..... 10.00
30 ..... 10.00
31-35 Deathlok 8.00
36 RBu RBu final issue, D'lok,1 Godwulf 10.00

THE ASTONISHING X-MEN

MARVEL (1995)
previously *Uncanny X-Men*
1 The Age Of Apocalypse; deluxe edition,glossy stock 3.50
2 deluxe ed., glossy stock, battle with Holocaust 2.25
3 Abyss strikes 1.95
4 Magneto and Charles kidnapped 1.95
returns to *Uncanny X-Men*
THE ULTIMATE ASTONISHING X-MEN (1995)
SC reprints #1-4, gold etched cvr 8.95

ATLANTIS CHRONICLES

DC COMICS
1-7 EMa PDa history of Atlantis 3.00

THE ATOM

DC COMICS (1962-1968)
1 1:Plant Master 660.00
2 GKa GFo 225.00
3 MAn GFo 1:Chronos 165.00
4 MAn GFo Snapper Carr 110.00
5 MAn GFo 100.00
6 MAn GFo 95.00
7 Hawkman. 1st app. since 8 & 8 app 200.00
8-10 SNe GFo 80.00
11-12 SNe GFo 55.00
13 SNe GFo Chronos 55.00
14-15 SNe GFo 55.00
16 SNe GFo 40.00
17-18 SNe GFo 40.00
19 SNe GFo Zatanna 40.00
20 SNe GFo 40.00
21-28 SNe GFo 28.00
29 SNe GFo Golden Age Atom 95.00
30 SNe GFo 28.00
31 Hawkman 30.00
32-35 SNe GFo 28.00
36 SNe GFo Golden Age Atom 40.00
37-38 SNe GFo 28.00
becomes *Atom and Hawkman*

ATOM SPECIAL
1 vs. Chronos 2.50
2 LMc TPe reborn Atom searches for clues to his past 2.95

ATOM AND HAWKMAN

DC COMICS (1968-1969)
previously The Atom
39 MAn RKa Tekla 25.00
40 DDi GFo burglars 25.00
41 DDi GFo 7-year dead man 25.00
42 DDi DOn Shiva 25.00
43 MAn GFo 1 Gentleman Ghost 25.00
44 MAn GFo Gent. Ghost 25.00
45 DDi DOn Jimberen 25.00

AVENGELYNE

MAXIMUM PRESS (1995-current)
1 JOh BNa fallen angel must do penance on earth, co-written by RLd 3.50
1A newsstand edition 2.50

AVENGERS

MARVEL (1963-current)
1 JKi SLe 1 Avengers,Loki 1800.00
2 JKi SLe 1:Space Phantom, 1:Avengers Mansion,Q:Hulk 525.00
3 JKi SLe Sub-Mariner,vs Hulk 350.00
4 JKi SLe Re-Intro & J:Capt America, 1st Silver-Age Captain America Re-Intro Bucky,O Cap & Bucky, Re-Intro Baron Zemo 1100.00
4A Golden Record reprint, no cover price 65.00
4B Golden Record reprint, with record 110.00
5 JKi SLe 1:Lava Men,Hulk 200.00
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10 DHe SLe 1:Immortus 150.00
11 DHe SLe Spider-Man 175.00
12 DHe SLe Mole Man 90.00
13 DHe SLe 1:Count Nefana, 1:Maggia 90.00
14 JKi SLe 1:Ogor 65.00
15 JKi SLe Masters of Evil, D:Baron Zemo I 65.00
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17 DHe SLe Hulk,1 Minotaur 45.00
18 DHe SLe Nick Fury,commies 45.00
19 DHe SLe 1&O:Swordsman, O:Hawkeye 45.00
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37 DHe RTh Black Widow 17.00
38-39 DHe RTh Hercules 17.00
40 DHe RTh Red Skull, Sub-Mariner 17.00

IF YOU MISSED AVENGERS #386... While tracking down an A.I.M. base, the Red Skull kicks the crap out of the Avengers before going after A.I.M. himself, to get the new Cosmic Cube.

WIZARD PRICE GUIDE

AVENGERS #374

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42 JBu RTh Diablo ... 13.00
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44 JBu RTh O&D Red Guardian ... 13 00
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46 JBu RTh Human Top now called Whirlwind ... 13 00
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48 GTu RTh 1&O:Dane Whitman as Black Knight III,Magneto ... 18 00
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50-51 JBu RTh ... 11 00
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370-372 SEp BHa ... 1.25
373 SEp BHa major decision made ... 1 75
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382 answers found on Wundagore ... 1.50
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383 Hercules fights for his beloved ... 1.50
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ANNUAL 20 Subtm Wars ... 2 00
ANNUAL 21 Kang ... 2 25
ANNUAL 22 1 Bloodwraith,w/card ... 2 95
ANNUAL 23 Hercules targeted ... 2 95
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GIANT SIZE 2 DCo SEn Kang, D:Swordsman ... 6 50
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3 indexes #123-180 ... 1 95
4 indexes #181-240 ... 1 95
5 indexes #241-299 ... 1 95
6 indexes #300-360 ... 1 95

AVENGERS BOOKS

MARVEL

DEATH TRAP THE VAULT (1991)

GN RLi DFi Avengers vs Venom ... 9 95

EMPEROR DOOM

GN BHI DMi Dr. Doom vs Avengers ... 7.95

GREATEST BATTLES (1993)

TPB reprints #54,55,79,160, Annuals#7,10 ... 15 95

THE KORVAK SAGA (1991)

TPB reprints ... 12 95

YESTERDAY QUEST (1994)

PF reprints #1B1,1B2,1B5-1B7 ... 6 95

AVENGERS MARVEL MILESTONE

MARVEL

1 JKi SLe reprints Avengers #1 ... 2 95
2 JKi SLe reprints Avengers #16 ... 2.95
3 JKi SLe reprints Avengers #4, metallic ink cover,glossy stock ... 2 95

AVENGERS SPOTLIGHT

MARVEL (1989-1991)

previously *Solo Avengers*

21-40 ... 1.25

AVENGERS STRIKE FILE

MARVEL (1993-current)

1 BHa computer-enhanced retell'g of Op Galactic Storm,pin-ups ... 1 75

AVENGERS: THE TERMINATRIX OBJECTIVE

MARVEL (1993-current)

1 MGu MGn seq'l to Citizen Kang, Cap Am,Ir Man,Thor,USAgent, Thunderstrike,holo-grafx foil cvr ... 2 50
2-4 ... 1 25

AVENGERS WEST COAST

MARVEL (1989-1993)

previously *West Coast Avengers*

47-49 JBy JBy ... 1.25
50 JBy JBy R:G Age Human Torch ... 3 50
51-74 ... 1 25
75 Fant. Four,giant size ... 2 00
76-99 ... 1 25
100 DRo RTh vs Mephisto, D:Mockingbird,dbl sz, red foil-embossed cvr ... 3 50
101 Bloodties,X-Men Magneto ... 4 50
102 final issue,East team vs West ... 3 00
ANNUAL 4 Atlantis Attacks ... 2 25
ANNUAL 5 Subtrn Wars ... 2 00
ANNUAL 6 ... 2 25
ANNUAL 7 ... 2 25
ANNUAL 8 RTh bagged w/card, 1:Raptor,vs Ultro,War Toy ... 2 95

AZRAEL

DC COMICS (1994-current)

1 BKi DOn Jean Paul re-dons his original costume ... 1 95
2-5 ... 1 95
6 BKi DOn Ra's al Ghul ... 1.95

BABYLON 5

DC COMICS (1994-current)

1-5 based on TV show ... 1 95
6 based on TV show ... 2.50

BABE

LEGEND/DARK HORSE (1994)

1 JBy new superheroine ... 2 50
2-3 JBy MWe ... 2 50
4 JBy final showdown w/Gideon ... 2.50

BABE 2 (1995-current)

1 JBy she's back, facing the threat of the Shrewmanoid ... 2 50
2 JBy giant cyborg alligators ... 2.50

BACKLASH

IMAGE (1994-current)

1 breaks Taboo out of prison ... 3 00
1A variant cover ... 6 00
2 Savage Dragon guest stars ... 1 95
3 slugfest w/Savage Dragon ... 2 50
4 problems from the past ... 2.50
5 Backlash & Dane fight new foe ... 2 50
6 WetWorks guest-stars ... 2 50
7 suffers personal loss ... 2.50
8 Wildstorm Rising, p8, includes 2 cards ... 2.50
8A newsstand edition, no cards ... 1.95

BADGER

CAPITAL (1983-1984)

1 JBt MBo ... 6 00
2-4 ... 4.00

FIRST (1985-1991)

5-6 ... 6 00
7-30 ... 3.75
31-49 ... 3 50
50 ... 5.00
51 ... 3.00
52-54 Vigil art ... 5 00
55-70 ... 3.00

BADGER GOES BERSERK

FIRST (1989)

1-4 ... 3.00

BADGER: SHATTERED MIRRORS

DARK HORSE (1994)

1-4 ... 2 50

BADGER: ZEN POP FUNNY ANIMAL VERSION

DARK HORSE (1994)

1-2 ... 2 50

BADROCK

IMAGE (1995-current)

1A RLd ESp cvr inked by TMc ... 1 75
1B RLd ESp cvr inked by SPt ... 1 75

1C RLd ESp cvr inked by DFr 1.75
2 RLd ESp Savage Dragon 1.75
3 RLd ESp vs. Overlord; S. Dragon....1.75

BADROCK AND COMPANY #4

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BADROCK & COMPANY
IMAGE (1994-1995)
1-6 ....2.50

BARB WIRE
DARK HORSE (1994-current)
1 LMd JAr vs Deathcard 2.00
2-3 ..... 2.00
4 Ghost in the Machine,p1 ..... 2.00
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6 Hardhide and Ignition 2.50
7 Barb deals with new problems. 2.50
8 Ignition's out of control 2.50
9 Barb vs. Ignition 2.50

BAR SINISTER
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(1995-current)
1 MGr RHo characters spun off from SHAMAN'S TEARS 2.50
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BARTMAN
BONGO COMICS (1993-current)
1 vs Mrs Krabappel,silver foil cvr..... 4.50
2 vs The Penalizer 1.95
3 When Bongos Collide,p3,comes w/SkyBox card 2.25
4 Bartman no more 2.25

BATGIRL SPECIAL
DC COMICS (1988)
1 Last Batgirl story 6.00

BATMAN
DC COMICS (1956-current)
0 MMn DMo Bruce reminisces,plus clues to dark episode in past 2.00
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105 Batwoman 360.00
106-109 ..... 280.00
110 BKa A Joker 250.00
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123 Joker 140.00
124-126 ..... 130.00
127 Joker,Superman, Thor! 150.00
128 ..... 130.00
129 O retold Robin 180.00
130 ..... 130.00
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133 Bat-Mite 90.00
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44 Hawkman 190.00
45-49 Strange Sports 30.00
50 Green Arrow 85.00
51 Aquaman,Hawkman 140.00
52 Sgt Rock 80.00
53 Flash,Atom 30.00
54 1&O Teen Titans 175.00
55 Atom,Metal Men 20.00
56 Flash,John J'onzz 20.00
57 1 Metamorpho 100.00
58 Metamorpho 40.00
59 Batman 50.00
60 Teen Titans 60.00
61 Starman,Black Canary 50.00
62 Starman 50.00
63 Wonder Woman,Supergirl 15.00
64 Batman,Eclipso 50.00
65 Doom Patrol 15.00
66 Metal Men,Metamorpho 12.00
67 Batman 25.00
68 Batman 45.00
69 Green Lantern 20.00
70 Hawkman,Batman 20.00
71 Green Arrow 20.00
72 Spectre 15.00
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74 Metal Men,Batman 15.00
75 Spectre,Batman 15.00
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77 Batman,Atom 15.00
78 Wonder Woman 15.00
79 NAd Deadman, Batman 27.00
80 NAd Creeper,Batman 25.00
81 Flash,Batman 25.00
82 Aquaman,Batman 25.00
83 Teen Titans 37.00
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89 Phantom Stranger 15.00
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97 Wildcat 10.00
98 Phantom Stranger 10.00
99 Flash,Batman 10.00
100 NAd Green Arrow 25.00
101 Metamorpho 5.00
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103 Batman 5.00
104 Deadman 5.00
105 Wonder Woman 5.00
106 Green Arrow 5.00
107 Black Canary 5.00
108 Sgt Rock 5.00
109 Demon 5.00
110 Wildcat 5.00
111 Joker,Batman 12.00
112-117 100 Pgs,Batman 7.00
118 Joker,Batman 11.00
119 Man-Bat 4.00
120-121 Batman 4.00
122 Swamp Thing 4.00
123-124 Batman 4.00
125 Flash 4.00

BATMAN #519.. Batman captures the hitman known as the Black Spider before he can off the crime-lord, the Black Mask, and Commissioner Gordon quits as his estranged wife is made commissioner in his place.

WIZARD PRICE GUIDE

126 Aquaman ... 4.00
127-128 8atman ... 4.00
129-130 Green Arrow,Joker ... 11.00
131 Wonder Woman,Catwoman ... 4.00
132-139 ... 4.00
140 Wonder Woman ... 4.00
141 Black Canary,Joker ... 10.00
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144-146 Batman ... 3.50
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192 Batman ... 3.50
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194 Flash ... 3.50
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MINI-SERIES (1991-1992)

1-6 SAp MGr/MBo Butcher, Green Arrow,Question ... 1.75

BREAK-THRU

MALIBU (1993-1994)

1 GPe bookend for major Ultraverse crossover event ... 3.00
1A Ultra-limited/foil edition ... 40.00
2 GPe heroes converge upon moon, vs Quattro,Warstrike vs Wrath ... 2.50

'BREED

MALIBU (1994)

1 JSt O·'Breed (Raymond Stoner), first bk under Bravura imprint ... 3.50
1A newsstand ed, variant cvr, bgd ... 2.95
2 JSt gov't asks for 'Breed's help ... 2.75
3 JSt ... 2.50
4 JSt discovers his mom's alive ... 2.50
5 JSt assassins attack,w/ 8ravura Gold Stamp ... 2.50
6 JSt w/8ravura Gold Stamp ... 2.50
TP8 reprints mini-series w/special features, comes bagged w/8ravura Gold "Hot" Stamp ... 12.95

'BREED II (1994-1995)

1 JSt new mini-series for 'Breed ... 2.95
2 JSt Raymond near death after fight 2.95
3 JSt battles demon ... 2.95
4 JSt captures another 'Breed ... 2.95
5 JSt Rachel's spirit ... 2.95
6 JSt final issue, battles other 'Breed 2.95

BRIGADE

IMAGE (1993)

0 RLd story of how team was formed,Battlestone vs Y'blood & Shaft,Emp ... 1.95

MINI-SERIES (1992-1993)

1 MMy RLd 1·8ngade ... 6.00
1A limited ed.,gold foil cover ... 35.00
1B Limited ed.,gold foil signed ... 45.00
2 With coupon ... 5.75
2A Without coupon ... 3.00
3 ... 1.95
4 ... 2.50

REG. SERIES (1993-current)

1 ... 1.95
2 Mirn-cote cover ... 2.95
3 MMy ESp Battlestone vs Cabbot,GPe cover ... 1.95
4 new aspects to Seahawk's & Coldsnap's origins revealed ... 1.95
5 Seahawk's & Coldsnap's origins continue ... 1.95
6 battle for Neuport concludes ... 1.95
7 Battlestone vs Worlok ... 1.95
8 Extreme Prejudice,p2 ... 1.95
9 Extreme Prejudice,p6,coupon ... 1.95
10 Extreme Prejudice aftermath ... 1.95
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26 Images of Tomorrow book ... 1.95
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12 Battlestone & Emp team up ... 2.50
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19 secret of the Shape revealed ... 2.50
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2 JRj FNi ... 2.50

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2-4 ... 2.00
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9-15 FNi ... 2.00
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17A reg edition ... 1.50
18 deluxe ed, glossy stock paper ... 1.95
18A reg edition ... 1.50
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19A reg edition ... 1.50
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3-D

KITCHEN SINK (1992)

1 MSh reprints stories from Xenozoic Tales #6,7 ... 3.95

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2 DGi RTh w/poster ... 2.50
2A newsstand version ... 2.50
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1A newsstand ed,reg cover ... 2.50
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2A newsstand ed,reg cover ... 2.50
3 Sam Kieth cover ... 2.50
3A newsstand ed,reg cover ... 2.50

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CAPTAIN AMERICA #107

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CAPTAIN AMERICA

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previously *Tales of Suspense*

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104 JKi SLe Red Skull,Nick Fury ... 40.00
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TPB reprints #163-174 ...17.00

CHAINS OF CHAOS
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2 KWo TSg the Chaoschild ...2.95
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BATMAN: L.O.T.D.K. #71... Batman goes to London to track down two killers; one uses a cleaver and the other could be a werewolf. (Big teeth, claws, ears, covered with fur...sure sounds like a werewolf.)

WIZARD PRICE GUIDE

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13 MMn DFi p4,Tombstone, Venom 4.50
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18 1.25
19-20 Spider-Man 1.25
21-38 1.25
39-43 1.25
44 TSm DFi where's Darkhawk?. 1.25
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46 TSm DFi terminally ill DH found 1.25
47 TSm DFi deal w/Portal revealed 1.25
48 TSm DFi must help Portal battle Mahan 1.25
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50 TSm DFi dbl-sz, final issue 2.50
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ANNUAL 3 DFi vs Damek 2.95

DARK HORSE COMICS #8

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2 Concrete 10.00
3 Concrete 7.00
4 Concrete 6.50
5-6 Concrete 5.50
7 3.75
8 Concrete 5.00
9 3.75
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DIGEST SPECIAL photo cvr 50.00

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DC COMICS (1995)
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CAPTAIN AMERICA #440... Iron-Cap and his forces storm A.I.M.'s island fortress. Cap's armor gets zapped, and while he's helpless, Supena appears and injects him with a possible cure for his condition. (A new writer, perhaps?)

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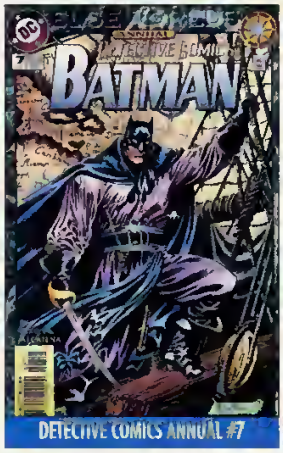
575 ADa MWb Year Two,p1 ... 10.00
576 TMc MWb p2,O:The Reaper ... 8.00



DETECTIVE COMICS ANNUAL #7

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577 TMc MWb p3,vs Reaper ... 8.00
578 TMc MWb p4,D:Reaper, D.Joe Chill ... 8.00
579-597 ... 3.00
598 DCw SHa Blind Justice,p1 ... 6.00
599 DCw SHa p2,Wayne shot ... 5.25
600 DCw SHa p3,Giant Size, 50th anniversary Batman ... 7.50
601 NBr AGr Tulpa,Demon ... 3.00
602 NBr AGr Wyatt's demon, Etrigan ... 3.00
603 NBr AGr Tulpa,Demon ... 3.00
604 NBr AGr Mud Pack, p1, Clayfaces,poster ... 2.25
605 NBr AGr p2,Clayface vs Looker ... 2.25
606 NBr AGr p3,Batman insane ... 2.25
607 NBr AGr p4,1:Clayface V, poster ... 1.50
608 NBr AGr 1:Anarky ... 2.25
609-621 ... 1.50
622 FHy/MMk JOs Dark Genesis,p1, Faust-inspired story ... 3.00
623 FHy/MMk JOs p2,Joker, Bat-Hound,Faust inspired ... 2.25
624-626 ... 1.50
627 JAp/NBr MWo/AGr 80 pages, 600th Anniv,includes reprint of Detective #27 ... 3.50
628-642 ... 1.50
643 JAp PMi ... 1.25
644-646 TLy CDi Electric City,p1-3 ... 1.25
647-649 vs Cluemaster ... 1.25
650-651 ... 1.25
652 GNo CDi Huntress ... 1.25
653 GNo CDi Huntress,Robin ... 1.25
654 ... 1.25
655 SKi cover ... 3.00
656 Bane,SKi cover ... 8.00
657 Azrael & Robin,SKi cover ... 8.00
658 Azrael,SKi cover ... 7.50
659 Knightfall,p2, Ventriloquist,Amygdala ... 7.50
660 Knightfall,p4,Bane,Killer Croc ... 6.00
661 GNo CDi p6,Firefly ... 6.00
662 GNo CDi p8,Firefly, Riddler,Huntress ... 4.00
663 Knightfall,p10 ... 3.50
664 p12,Robin & Azrael race to save Batman ... 3.25
665 p16,Robin & Azrael fight alone ... 3.00
666 p18,Azrael frees Trogg, Zombie,Bird ... 2.50
667 Knightquest The Crusade,p1, Robin locked out of Batcave ... 2.00
668 K'quest,The Crusade,p5 ... 2.00
669 K'quest,The Crusade, vs the Trigger Twins ... 1.75
670 KQ:The Crusade,R. Montoya ... 1.50
671 KQ:The Crusade,Joker meets Azrael/Batman ... 1.50
672 KQ:The C.,pie fight w/Joker ... 1.50
673 KQ:The Crusade,Joker's film ... 1.50
674 KQ:The Crus., vs arms master ... 1.50
675 KQ:The Crus.,collector's ed, vs Gunhawk,foil-emb'd cvr ... 2.95
675A regular edition ... 1.50
676 KnightsEnd,p3,double size ... 4.00
677 KnightsEnd,p9 ... 3.00
678 ZERO HOUR, Bruce's parents ... 2.00
679 Ratcatcher returns ... 2.00
680 new Batman has showdown with Two-Face ... 1.50
681 Jean-Paul Valley suspected in murders ... 1.50
682 The Troika,p3; embossed cover ... 2.50
682A regular cover edition ... 1.50
683 Penguin opens casino ... 1.50
684 Penguin plots to commit major heist in broad daylight ... 1.50
685 gang war in Chinatown ... 1.50
686 King Snake vs Lynx ... 1.95
687 battles river pirate ... 1.95
ANNUAL 1 KJa DOn Fables,p1, Penguin ... 5.00
ANNUAL 2 ... 5.50
ANNUAL 3 ... 2.50
ANNUAL 4 Arm 2001 ... 2.50
ANNUAL 5 Darkness Within ... 2.50
ANNUAL 6 JBi CDi Bloodlines,p14, 1:Geist, the Twilight Man ... 2.50
ANNUAL 7 ALc CDi Elseworlds ... 2.95
ANNUAL 8 O: Riddler ... 3.95

DOCTOR FATE

DC COMICS (1987)
1-4 KGi JDm ... 3.00

2ND SERIES (1989-1992)

1 SMs JDm New Dr Fate ... 3.00
2 SMs JDm ... 2.00
3 SMs JDm ... 1.75
4-20 ... 1.75
21-41 ... 1.75
ANNUAL 1 ... 2.50

DOCTOR SOLAR
GOLD KEY (1962-1969)
1 1&O:Dr Solar ... 300 00
2 Prof Harbinger ... 100 00
3-6 ... 60 00
7-12 ... 35 00
13-24 ... 30 00
25-27 ... 20 00
28 ... 8 00
29 B:Magnus Robot Fighter ... 8 00
30 ... 8 00
31 The Sentinel ... 8 00

DR. STRANGE
MARVEL (1968-1969)
previously part of *Strange Tales*
169 Origin retold Dr Strange ... 110 00
170 ... 50.00
171-178 ... 32 00
179 reprint ... 30.00
180-181 ... 30.00
182 vs Juggernaut ... 30.00
183 ... 30.00

2ND SERIES (1974-1987)
1 ... 30 00
2 ... 18 00
3 Dormammu ... 9.00
4-10 ... 8.00
11-15 ... 6.00
16 Clea ... 6 00
17-26 ... 5 00
27 1.Zarandin ... 4 00
28 O Zarandin ... 4 00
29 D Zarandin ... 3 50
30 ... 3 00
31-70 ... 2.50
71-77 ... 2 00
78 CWa PGi ... 2 00
79-81 CWa PGi ... 2 00
GIANT-SIZE 1 (1975) ... 5 00

3RD SERIES (SORCERER SUPREME) (1988-current)
1 RCa PGi R Dormammu ... 5 50
2 Dormammu ... 3 00
3 Dragon Circle,New Defenders ... 2.25
4 ... 2.25
5-10 JGu RTh ... 2.25
11 JGu RTh Hobgoblin ... 5 50
12-14 ... 2.00
15 JGu RTh Vampiric Verses, Amy Grant ... 7.00
16-30 RTh ... 2.00
31-36 RTh ... 3.00
37 Gls RTh/DTh O:Frankenstein ... 2.00
38-43 Gls RTh ... 2 00
44-46 Gls RTh ... 1 75
47 Gls RTh Inf. War x-over ... 1 75
48-49 Gls LKa ... 1 75
50 Gls LKa Holo-Grafx cover ... 2 95
51-54 Gls LKa ... 1 75
55-56 Gls RTh Infinity Crusade ... 1.75
57 Gls Urthuna ... 1.75
58 Gls vs Urthuna ... 1.75
59 Gls trapped w/Kyllian in Iskelior ... 1 75
60 Gls becomes Mrd Sons book ... 4 00
61 Gls Siege of Darkness,p15 ... 2 50
62 Gls 1 Nathaniel Richards as Dr Doom ... 1.75
63 Gls Midnight Sons ... 1.75
64 Strangers Among Us,p1 ... 1.75
65 p2,vs Namor & Stingray ... 1.95
66 p3,vs Midnight Sons ... 1.95
67 MTn DQu R:Clea ... 1.95
68 MRu DAt ... 1.95
69 MRu DQu Polaris ... 1.95
70 guest starring the Hulk ... 1 95
71 Dr.Strange battles Hulk, last Mid. Sons book ... 1 95
72 Last Rites, p1; metallic ink cvr ... 1 95
73 Rites,p2, confronts Dr. Stevens ... 1 95
74 Rites,p3 battle to be Sorceror Supreme ... 1 95
75 dbl-sz, Last Rites conclusion, new Sorceror Supreme, Dr. Strange's new costume; p'matic foil-stmp cover. 3 50
75A regular cover edition ... 2.50
76 new costume ... 1.95
77 mob trouble ... 1.95
78 Modred the Mystic ... 1 95
79 Nightmare ... 1.95
ANNUAL 1 (1976) ... 2.50
ANNUAL 2 MWy RTh Return of the Defenders p4,Baron Blood ... 3 00
ANNUAL 3 1.Kyllian,w/card ... 2 95
ANNUAL 4 p4,truth revealed ... 2 95

DR. STRANGE #176 (1ST SERIES)

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ASHCAN ... 0.75
DR. STRANGE/SPIDER-MAN WAY TO DUSTY DOOM
SC the Death Dimension ... 6 95
TRIUMPH AND TORMENT (1988)
GN MMi RSt Dr Strange and Dr. Doom vs Mephisto ... 9.95
HC ... 14.95
VS. DRACULA (1994)
1 reprints battles w/Dracula ... 1.75

DR. STRANGE CLASSICS
MARVEL (1984)
1-4 reprints ... 1.75

DR. STRANGE/ GHOST RIDER
MARVEL (1991)
1 CMa RTh/DTh Newsstand Edition of Dr. Strange #28 ... 3.25

DONATELLO
MIRAGE (1986)
1 TMNT character ... 14 00

DOOM PATROL
DC COMICS (1964-1973)
previously *My Greatest Adventure*
86 BPr ADr 1 Brotherhood/Evil ... 75 00
87 BPr ADr B of Evil ... 45 00
88 BPr ADr O.General Immortus ... 45 00
89 BPr ADr 1&O Animal-Mineral-Vegetable Man ... 45.00
90 BPr ADr B of Evil ... 45.00
91 BPr ADr 1-Mento,1:Garguax ... 45.00
92 BPr ADr Dr Tyme ... 45 00
93 BPr ADr B. of Evil ... 45 00
94 BBn ADr 1 Dr Radick ... 45 00
95 BPr ADr A-M-V-Man ... 45 00
96 BPr ADr G Immortus ... 45 00
97 BPr ADr Garguax ... 45.00
98 BPr ADr 1:Atomic Man ... 45 00
99 1:Beast Boy ... 45 00
100 O Beast Boy ... 55 00
101 Beast Boy ... 25.00
102 Challengers of the Unknown ... 25 00
103-105 ... 25 00
106 O.Negative Man ... 25.00
107-120 ... 25.00
121 D:Doom Patrol ... 70.00
122-124 reprints ... 3 00
2ND SERIES (1987-1994)
1 SLi PKu R D Patrol,1 Kalki ... 2 00
2 SLi PKu vs Kalki ... 1 75
3 SLi PKu 1:Lodestone ... 1 75
4 SLi PKu 1 Karma ... 1 75
5 SLi PKu R Chief ... 1 50
6-8 ELa PKu ... 1 50
9-16 ELa PKu ... 1 25
17 GNo PKu D:Celsius,Aquaman ... 4 00
18 GNo PKu Invasion ... 3 00
19 RCa GMo Crawling from the Wreckage,p1,1.Crazy Jane ... 10.00
20 RCa GMo Wreckage,p2, 1:Rebis ... 7 00
21 RCa GMo Wreckage,p3 ... 5 00
22 RCa GMo Wreckage,p4 ... 5.00
23-25 RCa GMo ... 5 00
26 RCa GMo 1 Brotherhood of Dada ... 5 00
27-28 RCa GMo ... 5 00
29 RCa GMo Superman,B.Gold ... 5 00
30-33 RCa GMo ... 3.00
34 RCa GMo R Mr. Mallah & The Brain ... 3 00
35-36 RCa GMo ... 3 00
37-38 RCa GMo ... 2 75
39 RCa GMo Spider-Robotman ... 2 50
40 RCa GMo ... 2 25
41 RCa GMo ... 2 00
42 RCa GMo O:Flex Mentallo ... 2 00
43-49 RCa GMo ... 2 00
50 JHe GMo dbl sz,artist portfolio ... 3 00
51-52 RCaGMo ... 2.00
53 KSt GMo parody story ... 1.75
54 RCa GMo photo cover, Rebis transforms ... 1.50
55 RCa GMo Candlemaker ... 1 50
56 RCa GMo ... 1 50
57 GMo dbl size,O:Doom Patrol ... 2.50
58-60 ... 1 50
61-65 ... 1.75
66-86 ... 1.95
87 last issue ... 1.95
ANNUAL 1 ... 1.75
DOOM PATROL/SUICIDE SQUAD SPECIAL (1988)
1 ELa PKu ... 2.50

CRAWLING FROM THE WRECKAGE
TPB reprints #19-25 ... 19 95

DOOM'S IV
IMAGE (1994-current)
1 MPc RLd new hero team ... 2.50
2 MECH-MAX attacks ... 2.50
3 RLd Brick sides with Dr. Lychee ... 2.50
4 RLd MPc Syber-Idol & Dr. Lychee ... 2.50
SOURCEBOOK 1 ... 2.50

DOOM 2099
MARVEL (1993-current)
1 PBr JFm vs Tyger Wylde,foil cvr ... 3.00
2-24 ... 1.50
25 PBr JFm Doom vs Doom, foil-stmpd multi-level embossed cvr ... 2.95
25A regular cover edition ... 2 25
26 ... 1.50
27 Doom involved in revolution ... 1.50
28 Doom prepares to invade U.S.A. ... 1.50
29 Doom conquers America, clear chromium cover ... 3.50
29A regular cover edition ... 1 95
30 Doom takes charge ... 1 95
31 Doom vs. Avatarr ... 1.95

DRACULA VS ZORRO
TOPPS (1993)
1 duel for Carmelita Rodriguez ... 2.95
2 bagged w/Zorro #0 ... 2.95
PRESTIGE COLLECTION (1994)
SC reprints crossover story ... 5.95

DRAGON: BLOOD & GUTS
IMAGE (1995)
1 mobster's moll targeted ... 2 50
2 ... 2 50
3 final issue of mini-series ... 2.50

DRAGON'S CLAWS
MARVEL
1 ... 2 00
2-4 ... 1.75
5 1 Death's Head (full) ... 10 00
6-10 ... 1.75

DRAMA
SIRIUS (1994)
1-shot Linsner art; App: Dawn ... 6.00

DREADSTAR
EPIC/MARVEL
1 JSt JSt O Dreadstar ... 4 50
2 JSt JSt O:Willow ... 2.00
3-12 ... 2.00
13-26 ... 1.50
ANNUAL 1 JSt JSt O Syzygy ... 3.00
FIRST (1986-91)
27-30 JSt JSt ... 1.50
31-55 ... 1.50
56 AMe PDa Batman movie storyline ... 1 50
57-62 ... 1 50
63-64 AMe PDa covers by WPo ... 1 50
MALIBU (1994-current)
1 ECo PDa 1.Kalla (female D'star) ... 2.50
2 ECo PDa Kalla's quest,2 pg. Star Slammers bkup,Gold Stamp ... 2.50
3 ECo PDa truth about Kalla's origin, Gold Stamp ... 2 50
4 ECo PDa Vanth's final mission, Gold Stamp ... 2 50
5 ECo PDa Kalla vows vengeance, Gold Stamp ... 2 50
6 ECo PDa Kalla kills Vanth, Gold Stamp ... 2.50

ECLIPSO
DC COMICS (1992-1994)
1 BSe KGi ... 2.00
2-3 BSe KGi ... 1.50
4-18 ... 1.25
ANNUAL 1 Bloodlines,p19, 1.Pnsm ... 2.50

ECLIPSO: THE DARKNESS WITHIN
DC COMICS (1992)
1 BSe KGi plastic diamond cover ... 5.00
1A newsstand,w/o diamond ... 2.00
2 ... 4 00

EIGHTY-PAGE GIANT
DC COMICS (1964-1965)
1 Superman ... 300 00
2 Jimmy Olsen ... 160 00
3 Lois Lane ... 130 00

CATWOMAN #21... Catwoman tries to steal a film script from a director so her "client" can put the film out early. The guy reveals he never actually typed anything, and then dies, so Selena writes the script with no one the wiser.

WIZARD PRICE GUIDE

4 Flash ... 140 00
5 Batman's 25th Anniversary ... 150 00
6 Superman ... 100.00
7 Sgt Rock's Prize Battle Tales ... 125 00
8 More Secret Origins ... 250 00
9 Flash ... 120 00
10 Superboy ... 100 00
11 Superman ... 100.00
12 Batman ... 100 00
13 Jimmy Olsen ... 100 00
14 Lois Lane ... 100 00
15 Batman,Superman,vs Joker ... 100.00

ELEKTRA ASSASSIN

MARVEL (1986-1987)
1 BSi FMi O Elektra ... 5 00
2 BSi FMi SHIELD cyborgs ... 4 00
3-B BSi FMi ... 3 00
GN reprints #1-8 ... 12 95

ELEKTRA LIVES AGAIN

MARVEL
HC FMi FMi Daredevil, Elektra vs Bullseye fantasies ... 24 95

ELEKTRA: ROOT OF EVIL

MARVEL (1995)
1 SMd DCh new mini-series for Elektra, foil-stamped cover,glossy stock ... 2.95
2 SMd DCh Elektra's family, foil-stamped cvr ... 2.95
3 SMd DCh battles Snakeroot ... 2.95
4 SMd DCh final issue ... 2.95

ELEKTRA SAGA

MARVEL (1984)
1 rep Daredevil #168,190 ... 6.00
2-4 rep ... 5 50
TPB ... 16.95

ELEMENTALS

COMICO (1984-1988)
1 BWl 1 Destroyers ... 7.00
2 BWl ... 6 00
3 BWl ... 3 50
4-10 BWl ... 2 50
11-29 BWl ... 2 00

2ND SERIES (1989-current)

1-2B ... 2 50
29 poster edition ... 4 95
29A regular edition ... 2 50
30 Oblivion War Memorial ed ,PF,16 pgs of pinups,Body Count bio sect'n,pnsm foil-enhanced cvr ... 4 95
30A regular ed ... 2.50
31/Birth of a Nation #0 New direction for series & team ... 2 50
32/B of a N. Super-Nation formed ... 2 50
33-34 ... 2 50
SPECIAL 1-2 ... 2 00

LINGERIE SPECIAL (1993)

Deux-A #1 Paris fashion show ... 4 95
Deux-B #1 ... 2 50

THE NATURAL ORDER

A GN,rep,Kelley Jones ... 12 95
B (2000) GN,reprints ... 15 95

THE OBLIVION WAR

1-2 ... 2.95

SEX SPECIAL (1992-1993)

1 ... 2.95
1A Gold Edition ... 4.95
2 ... 2.95
2A 2nd Printing ... 2.95
3-6 ... 2.95
7 Mr. Universe's obsession ... 2 95

THE STRIKE FORCE LEGACY

1 vs Saddam Hussein ... 3.95

ELEMENTALS #24 (1ST SERIES)

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ELFQUEST

EPIC/MARVEL (1985-1988)
1-32 Reprints ... 1.50

ELFQUEST

WARP GRAPHICS (1978-1985)
1 WPi RPi ... 40.00
1A 2nd print ... 11.00
1B 3rd print ... 6.00
2 WPi RPi ... 20.00
2A 2nd print ... 5 00
2B 3rd print ... 3.00
3 WPi RPi ... 20.00
3A 2nd print ... 5.00
3B 3rd print ... 3 00
4 WPi RPi ... 20.00
4A 2nd print ... 5.00
4B 3rd print ... 3 00
5 WPi RPi ... 20.00
5A 2nd print ... 5.00
5B 3rd print ... 3.00
6 WPi RPi ... 20.00
6A 2nd print ... 4 00
6B 3rd print ... 2.00
7 WPi RPi ... 13.00
7A 2nd print ... 4 00
8 WPi RPi ... 13 00
8A 2nd print ... 4.00
9 WPi RPi ... 13.00
9A 2nd print ... 4 00
10-15 WPi RPi ... 9 00
16 WPi RPi 1 A Distant Soil ... 9 00
17-21 WPi RPi ... 8 00

THE BIG ELFQUEST GATHERUM (1994)

HC ultimate E'quest ref. guide ... 19 95

BLOOD OF TEN CHIEFS (1993-current)

1 JJh RPi based on stories originally pub'd in Tor novels ... 2 00
2-5 ... 2.00
6-15 ... 2.25
16 Bearclaw, Mantricker's son, seeks revenge ... 2 50
17 Tanner's youthful days as Oakroot 2.50

FIRE AND FLIGHT

HC WPi RPi ... 19.95

HIDDEN YEARS (1992-current)

1-11 WPi RPi ... 2.00
12-20 ... 2 25
21 Teir ... 2.50
HC reprints H. Years stories ... 19 95

JINK (1994-current)

1 High tech future story ... 2.25
2-4 ... 2.25
5 search for The True Sons ... 2 50

KINGS OF THE BROKEN WHEEL (1990-1992)

1 WPi RPi ... 3 75
2-6 WPi RPi ... 2.00

NEW BLOOD (1992-current)

1-12 BBr WPi ... 2.00
13 BBr WPi younger Wolfinders begin solo adv's,WPi poster ... 2.00
14-25 BBr WPi Forevergreen,p2-13 ... 2.25
26 Sun Village threatened ... 2 25
27 Darkness Settling ... 2 50
28 Cam Thompe ... 2.50
HC reprints #1-5 ... 19 95

REBELS (1994-current)

1 future tale, various aliens arrive on Elfquest world ... 2 25
2-4 ... 2.25
5 uncover plot ... 2.50
6 Shimmer injured ... 2 50

SEIGE AT BLUE MOUNTAIN (1987-1988)

1 WPi RPi ... 10 00
2 WPi RPi ... 6 00
3-4 WPi RPi ... 4 50
5-8 WPi RPi ... 4 00

SHARDS (1994-current)

1 BMk RPi/WPi division of tribe ... 2 25
2-7 BMk RPi/WPi ... 2 25
8 BMk RPi/WPi ... 2 50

WAVEDANCERS (1993-1994)

1 JSz JDt/BLo 1:Wavedancers, foil-enhanced cvr,poster ... 2 00
2-6 JSz JDt/BLo ... 2.25

ELFQUEST: BEDTIME STORIES

WARP GRAPHICS (1994)
HC fairy tales w/an Elfquest twist ... 19.95

ELFQUEST STARTER PACK

WARP GRAPHICS (1994)
Six issue set culled from 4 core titles ... 9 95

ELIMINATOR

MALIBU (1995-current)
0 adventures of Jack Bodick bounty hunter! ... 2 95
1 Mannequin, Siren ... 2 50
1A limited, black cover edition ... 3.95

ELVEN

MALIBU (1994-1995)
0 reprints 4 pt story from Ultraverse Premiere, dbl sz ... 2 95
1 mini-series for avenging heroine ... 2.50
2 close friend turns out to be ultra ... 2.50
3 Primevil & Duey ... 2 50
4 final issue ... 2.50

E-MAN

CHARLTON (1973-1975)
1 ... 20 00
2 SDi ... 12 00
3 ... 9 00
4 SDi ... 12 00
5 SDi Miss Liberty Belle ... 10 00
6-7 JBy ... 10 00
8 Nova Kane ... 12 00
9-10 JBy ... 10 00

ALPHA PRODUCTIONS (1993-current)
1 JSt NCu 20th anniv limited ser's,1:Eco-Man,wrapar'd cvr paint'g by GKt,bagged w/poster ... 3.25
1A regular edition,no poster ... 2.75
2 JSt NCu bagged w/poster ... 3.25
2A regular edition,no poster ... 2.75
3 JSt NCu journey into future, bagged w/poster ... 3.25
3A regular edition,no poster ... 2.75
4 JSt NCu,bagged w/poster ... 3.25
4A regular edition,no poster ... 2 75

E-MAN: FUTURE TENSE

ALPHA PRODUCTIONS (1995-current)
1 time-travel tale ... 2 75

E-MAN RETURNS

ALPHA PRODUCTIONS
1 JSt NCu ocean adventure ... 2 75

THE ENDLESS GALLERY

DC COMICS (1995)
1 various artists offer their versions of Morpheus and his siblings ... 3 50

ENEMY

DARK HORSE
1-4 ... 2.50
5 final issue ... 2.95

ENIGMA

DC COMICS (1993)
1-B DFe PMi Vertigo mini-series ... 2.50

ELFQUEST HIDDEN YEARS #4

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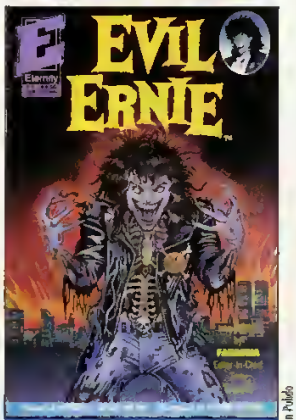
ETERNAL WARRIOR

ACCLAIM/VALIANT (1992-current)
1 JDi JSh Unity, O.Eternal Warrior, O Armstrong ... 9 00
1A Gold logo variant ... 30 00
1B Gold logo,Gold foil ... 40 00
2 JDi JSh Unity,Ch10,D Geoff ... 7 00
3 JDi KVh family argument ... 5 00
4 JDi KVh 1.Bloodshot (cameo) ... 10 00
5 JDi KVh Bloodshot, Harbinger's secret revealed ... 8 00
6 BWs vs Master Darque ... 4 00
7 BWs vs Master Darque ... 4.00

8 Same as Archer & A'strong #8 .... .8 00
9 Book of the Geomancer,p1, Geomancer's history explored 3 00
10 8ook of the Geomancer,p2 .... .3 00
11-25 .... .2 25
26 Chaos Effect-Gamma,p4 (same as Archer & Armstrong #26). 2 75
27 Gilad begins search for Geoff's sucessor.. .... .2 25
28 new direction; joins war on drugs 2 25
29 faces Immortal Enemy in NYC 2 25
30 seeks help from Lt. Morgan 2 25
31 showdown w/Immortal Enemy 2 25
32 battle in the 8amo.... .... .2 25
33 THI JOs Mortal Kin,p1; someone is killing Gilad's friends 1 95
34 THI JOs Mortal Kin,p2.... .... .2 25
35 THI JOs Mortal Kin,p3.... .... .2 50
36 PGu JOs Long Dark Night.... .... .2 50
37 recalls tale from his past 2.50
38 Niala, the Dead Queen 2 50
39 JGu JOs battles organ snatchers .. .2.50
40 JGu JOs visits "organ farm" 2.50
YEARBOOK 1 GLu DDe fully p'nted .. .3 95
YEARBOOK 2 PGr RJh 3 95



EVIL ERNIE #1 (1ST SERIES)
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EVIL ERNIE

ETERNITY (1991-1992)
1 SHu 8Pu 1st Lady Death 90 00
2 SHu 8Pu 1st Lady Death cover.. 70 00
3 SHu 8Pu Lady Death 45 00
4 SHu 8Pu Lady Death. 38 00
5 .... 28 00

CHAOS! COMICS
0 New Year's Evil,GCp cover.. .... .2 50

THE RESURRECTION (1993)
1 R:E Ernie,JQu cvr,J8l pin-up. .... .10 00
1A Gold, limited edition .... .50 00
2 holo-lithographic-enhanced cvr .10 00
3 "Massive Mayhem issue",poster of Lady Death by GPe. 7 50
4 8 extra pages,final issue 5 50
TPB 14.95

REVENGE (1994-1995)
1 SHu 8Pu he's back, and Lady D's in it tool Includes J8l centerfold 6.00
2 SHu 8Pu confronts Crush, & loses Smiley the button, J8l centerfold . 2.50
3 SHu 8Pu challenged by Dr. Price; J8l centerfold 2.50
4 SHu 8Pu final issue, J8l centerfold 2 50

YOUTH GONE WILD (1994)
TPB repnnts original 5- issue series from Etemity,+unseen sketches & art.9.95

EXCALIBUR

MARVEL (1988-current)
1 ADa CCl 1 Widget, 1 Crazy Gang 9 00
2 ADa CCl 1 K'ylun (as a child) 5 00
3 ADa CCl Juggemaut 4 00
4 ADa CCl Arcade,Murderworld 4 00
5-8 ADa CCl 3 00
9-19 ADa CCl 3 00
20-23 .... .2 00
24-39 .... .2 00
40 O:Excalibur. 2.00
41 SLo DMd Cable,Warwolves 2.00
42 ADa ADa 1 K'ylun (as an adult) 2.00
43-49 .... .2.00
50 ADa ADa double size.. .... .2.75
51 DBw ADa Dinosaur Excalibur 1.75
52-70 .... .1.75
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4-5 ... 14.00

RENEGADE (1985-87)
6 ... 14.00
7 ... 9.00
8-9 ... 7.50
10-14 ... 4.50
15 cover price ... 3.50
15A no cover price ... 9.00
16-17 ... 3.50

DARK HORSE (1988-current)
18-24 ... 3.50
25-26 TMNT ... 2.50
27-28 ... 2.25
29 Moon Man ... 2.50
30 ... 2.50
31 teams up w/Herbie the Fat Fury ... 2.50

FLASH

DC COMICS (1959-1985)
105 Cln GFo B Flash ... 4,000.00
106 Cln GFo 1&O Gorilla Grodd and Pied Piper ... 950.00
107-108 Cln GFo Grodd ... 450.00
109 Cln GFo Mirror Master ... 375.00
110 Cln GFo 1&O Kid Flash ... 950.00
111 Cln Kid Flash ... 250.00
112 Cln 1 Elongated Man ... 285.00
113 Cln O:Trickster ... 225.00
114 Cln ... 195.00
115 Cln ... 165.00
116 Cln Kid Flash ... 165.00
117 Cln 1 Captain Boomerang ... 190.00
118 ... 135.00
119 M Elongated Man & Sue ... 135.00
120 Kid Flash ... 135.00
121 ... 110.00
122 1&O The Top ... 110.00
123 Cln GFo 1st app of GA Flash in Silver Age,1st Earth II ... 725.00
124 ... 90.00
125 Kid Flash 1st 12-cent issue ... 75.00
126-127 ... 75.00
128 O:Abra Kadabra ... 75.00
129 Golden Age Flash ... 200.00
130-134 ... 75.00
135 new costume for Kid Flash ... 75.00
136 ... 75.00
137 1st full JSA story ... 350.00
138 ... 70.00
139 1&O: Prof. Zoom (Reverse Flash) ... 90.00
140 O Heat Wave ... 65.00
141-150 ... 45.00
151 Earth-2 Flash ... 65.00
152-155 ... 40.00
156 Kid Flash ... 40.00
157 ... 40.00
158 JLA ... 40.00
159 Kid Flash ... 40.00
160 80 Pg. Giant #G-21 ... 50.00
161-163 ... 30.00
164 Kid Flash ... 30.00
165 M:Flash & Ins West ... 30.00
166 ... 30.00
167 O:Flash ... 30.00
168 Green Lantern ... 30.00
169 80 Pg. Giant #G-34 ... 50.00
170 E-2 Flash,Drs Fate,Mid-Nite ... 30.00
171 Justice League,vs Dr Light ... 25.00
172 ... 25.00
173 Kid Flash,E-2 Flash ... 25.00
174 Barry reveals ID to Ins ... 25.00
175 Superman vs Flash,JLA ... 110.00
176 ... 20.00
177 ... 20.00
178 80 Pg. Giant #G-46 ... 40.00
179 ... 20.00
180-185 ... 12.00
186 Sargon the Sorcerer ... 12.00
187 80 Pg. Giant #G-58 ... 30.00
188-195 ... 12.00
196 80 Pg. Giant #G-70 ... 30.00
197-200 ... 10.00
201 E-2 Flash story ... 7.00
202-204 ... 7.00
205 80 Pg. Giant #G-82 ... 15.00
206-210 ... 6.00
211 O:E-2 Flash ... 6.00
212-213 ... 6.00
214 Origin retold:Metal Men ... 9.00
215 Green Arrow ... 12.00
216 ... 7.00
217-219 NAd Green Lantern ... 15.00
220 Kid Flash, G. Lantern ... 7.00
221-222 ... 7.00
223 Green Lantern ... 6.00
224-225 Green Lantern ... 4.00
226 NAd ... 9.00
227-233 ... 6.00
234--275 ... 3.00
276 D Ins,JLA ... 3.00
277 JLA ... 3.00
278-288 ... 3.00
289 1st DC art by GPe,B-Firestorm ... 7.00
290 ... 3.00
291-299 ... 2.50
300 O Flash,New T. Titans ... 2.50
301-304 ... 2.50
305 E-2 Flash,8-Dr. Fate ... 3.00
306 ... 3.00
307-349 ... 2.50
350 Tnal,dbl sz,final issue ... 5.00
ANNUAL 1 ... 275.00

2ND SERIES (1987-current)
0 Zero Hour aftermath,lead-in to "Terminal Velocity" storyline ... 3.00
1 JGu MBo Legends,N. T. Titans ... 10.00
2 JGu MBo ... 6.00
3 JGu MBo 1 Kilg%re ... 5.00
4 JGu MBo Cyborg ... 4.00
5-6 JGu MBo ... 3.50
7-13 ... 3.00
14 MCn MBo Vandal Savage ... 2.50
15-18 GLa WLo ... 2.50
19-48 ... 2.00
49 GLa WLo D-Flash ... 2.00
50 GLa WLo R:Flash,dbl sz ... 5.50
51-71 ... 1.25
72 GLa MWd mysterious figure ... 2.00
73 GLa MWd R-Barry Allen ... 2.00
74 GLa MWd Wally teams w/8 A ... 2.00
75 GLa MWd three Flashes ... 2.00
76-78 GLa MWd ... 1.25
79 GLa MWd Wally vs Prof. Zoom, double size ... 2.50
80 MWd Collector's Edition, foil- enhanced cover, vs Magenta(Frances Kane) ... 2.50
80A Newsstand edition ... 1.25
81 MWr MWd Nightwing,Starfire, vs Combine mob ... 1.25
82 MWr MWd Flash & N'wing race to find Starfire ... 1.25
83 MWr MWd Nightwing,Starfire ... 1.25
84 8Ki MWd vs Razer ... 1.25
85-87 MWr MWd ... 1.50
88 MWr MWd meets plaintiff ... 2.50
89 MWd stands trial ... 2.50
90 MWr MWd becomes outlaw ... 2.50
91 MWr MWd trap'd in sup speed ... 2.50
92 MWr MWd 1. Impulse ... 8.00
93 Reckless Youth,p2 ... 3.50
94 Reckless Youth,p3, ZERO HOUR ... 2.50
95 Terminal Velocity,p1,Impulse faces Kobra ... 2.50
96 Velocity,p2, ramifications of Zero Hour odyssey ... 2.00
97 Velocity,p3, Wally trains Impulse ... 2.00
98 Velocity,p4 ... 2.00
99 Velocity,p5, must save Linda ... 2.00
100 dbl-sz: Terminal Velocity c'clusion, introducing the ultimate Flash! holographic foil-enhanced cvr ... 4.50
100A alt cvr,no enhancement ... 2.50
101 Flash copes w/new powers ... 2.00
102 battles Mongul ... 1.75
103 faces supernatural menace ... 1.75
ANNUAL 1 JGu MBo ... 4.00
ANNUAL 2-3 ... 2.50
ANNUAL 4 ... 3.50
ANNUAL 5 ... 4.50
ANNUAL 6 8loodlines,1-Argus ... 2.50
ANNUAL 7 Elseworlds story ... 2.95
SPECIAL 1 50th Anniversary ... 3.00

TV SPECIAL (1991)
1 JSs JBy ... 3.95

FLOOD RELIEF

MALIBU (1993)
1 starring Ultraverse heroes ... 5.00

FOODANG

CONTINUM (1994)
1 radiated clown becomes super-hero, foil-enhanced cover ... 1.95

AUGUST HOUSE (formerly Continum) (1995-current)
1 reprints previous issue #1in color, foil-enhanced cover, w/cd ... 2.50
2 meets new partner ... 2.50
3 Undead Clown Man ... 2.50
4 battle at Statue of Liberty ... 2.50

FOOLKILLER

MARVEL (1990-1991)
1 JJb SGe 1&O Foolkiller III ... 4.00
2 JJb SGe O:Foolkiller I&II ... 3.00
3 JJb SGe 1st in costume ... 3.00
4-10 JJb SGe ... 2.00

FORCE WORKS

MARVEL (1994-current)
1 former Av's W. Coast members team up,dbl sz,pop-up cvr ... 4.50
1A regular cvr ... 1.75
1B ashcan edition ... 0.75
2 mystery of Century unraveled ... 1.25
3 final battle with the Scatter ... 1.50
4 civil war in Transia ... 1.50
5 tricked by Black Brigade, comes bagged w/neon ink cvr,insert, & acetate print from Marvel Action Hour ... 2.95
5A reg cvr, unbagged and no insert or print ... 1.50
6 Hands of the Mandarin, p1; Iron Man & War Machine captured ... 1.50
7 Hands,p4; Scarlet Witch & Spider-Woman save Iron Man & US Agent ... 1.50
8 Force Works Christmas party ... 1.50
9 Force Works in Australia ... 1.50
10 Dreamguard; plus, Wonder Man's funeral ... 1.50
11 off to Europe ... 1.50
12 Black Brigade; flip book with p 1 of WAR MACHINE/U S AGENT/ HAWKEYE mini- series ... 2.50
13 Kree/Skrull conflict ... 1.50

THE FRANKENSTEIN DRACULA WAR

TOPPS (1995)
1 supernatural being seeks Dracula's heart ... 2.50
2 Frankenstein's creature allies himself with Dracula against Saint-Germain ... 2.50
3 final iss.; Dracula & the monster turn on each other ... 2.50

FREAK FORCE

IMAGE (1993-current)
1-7 ELa ... 1.95
8 ELa invasion of the space ants ... 2.50
9 ELa Cyberforce guest stars ... 1.95
10 ELa abused boy seeks revenge, Savage Dragon guest stars ... 2.50
11 conflict w/the Galactic Sheriffs ... 2.50
12 battle with aliens in NYC ... 2.50
13 teammate quits ... 2.50
14 team vs. their most powerful foe ... 2.50
15 Barbaric out for revenge ... 2.50
16 Chelsea Nirvana ... 2.50
17 events come to a head ... 2.50

FREEX

MALIBU (1993-current)
1 BHe GJo 1 the Freex, bagged ed ,w/Ultraverse card ... 4.00
1A unbagged edition ... 1.95
1B hologram edition ... 20.00
1C Ultra-limited/foil edition ... 15.00
1D gold hologram edition ... 20.00
2 BHe GJo ... 3.00
3 BHe GJo ... 1.95
4 vs Bl'dhounds,Rune #0 coupon ... 2.50
5 vs Master of the Hunt ... 1.95
6 Break-Thru x-over,vs J.D. Hunt ... 1.95
7 BHe GJo Origins,p1 ... 1.95

EXTREME JUSTICE #5... The lame fire elemental is still around, but that's OK—Firestorm's back and healthy! It's about freakin' time somebody wised up and brought him back!

WIZARD PRICE GUIDE

B BHe GJo Old Man,vs Lost Angel ... 1.95
9 BHe GJo ... 1.95
10 BHe GJo Ray trapped in school ... 1.95
11 BHe GJo Origins,p5 ... 1.95
12 SKo GJo Ultraforce tie-in ... 1.95
13 SKo GJo new costumes & problems for team ... 1.95
14 Contrary ,R Boom Boy ... 1.95
15 Rafferty; includes Ultraverse Premiere #9 ... 3.50
16 Prelude To Godwheel ... 1.95
17 Rune guest stars ... 2.50
1B who is Juice? ... 2.50
GIANT SIZE 1 SKo GJo ... 2.50

FURY
MARVEL (1994)
1 solo origin bk. for Nick Fury ... 2.95

FURY OF FIRESTORM
DC COMICS(1982-1987)
1 PBr GCy 1:The Black Bison ... 2.00
2 PBr GCy ... 1.50
3-20 ... 1.25
21 GCy D:Killer Frost ... 2.00
22-61 JBz JOs ... 1.25
61A test logo ... 60.00
62-64 ... 1.25
ANNUAL 1-4 ... 1.75
becomes *Firestorm, the Nuclear Man*

FURY OF HELLINA
LIGHTNING (1995-current)
1 showdown with Lucifer ... 2.75
1A limited, signed & numbered ... 9.95

FURY OF S.N.I.E.L.D.
MARVEL (1995)
1 CLh HCh new, 90's version of S.H.I.E.L.D; this issue contains coded messages; de-coder card will ship with future issue ... 2.50
2 CLh HCh Hell Hath No Fury,p2 ... 1.95
3 CLh HCh Hell Hath No Fury,p3 ... 1.95
4 CLh HCh final issue, includes de-coder card ... 2.50

THE FUTURIANS
AARDWOLF PUBLICATIONS (1995)
0 DCo limited edition 1-shot for Cockrum series ... 2.95

GAMBIT
MARVEL (1993-1994)
1 LWk HMa in New Orleans, Rogue,gold emb'd/debos'd cvr ... 8.00
1A gold edition ... 20.00
2 true fate of Belladonna revealed ... 5.00
3 travels to Paris,Rogue ... 4.50
4 Gambit decides fates of women ... 4.00

GAMBIT & THE X-TERNALS
MARVEL (1995)
previously *X-Force*
1 TDa FNi The Age Of Apocalypse; deluxe edition,glossy stock; Gambit pulls off jewel heist ... 3.00
2 TDa FNi deluxe ed , glossy stock; Deathbird, the Starjammers ... 2.25
3 TDa FNi battle the Imperial Guard ... 1.95
4 TDa FNi ... 1.95
returns to *X-Force*
THE ULTIMATE GAMBIT & THE X-TERNALS (1995)
SC reprints #1-4, gold etched cvr ... 8.95

GENERATION NEXT
MARVEL (1995)
previously *Generation X*
1 CBc SLo Age /Apocalypse, deluxe ed. , glossy stock, Kitty Pryde & Colossus, now married, search for Illyana ... 3.50
2 CBc SLo deluxe ed., glossy stock; new mutant discovered ... 2.25
3 CBc SLo the Sugar Man ... 1.95
4 CBc SLo attempt to rescue Illyana ... 1.95
returns to *Generation X*
THE ULTIMATE GENERATION NEXT (1995)
SC reprints #1-4, gold etched cvr ... 8.95

GENERATION X
MARVEL (1994-current)
1 CBc SLo dbl-sz, Banshee & Wt Queen head new team, chromium cvr ... 5.00
2 CBc SLo Penance, deluxe edition printed on glossy stock ... 3.00
2A reg edition ... 1.50
3 CBc SLo deluxe ed , glossy stock ... 1.95
3A reg edition ... 1.50
4 CBc SLo deluxe ed, glossy stock, Nanny & Orphan Maker; w/card ... 1.95
4A reg edition, no card ... 1.50
becomes *Generation Next* for four issues
5 CBc SLo two newcomers ... 1.95
ASHCAN preview of new team ... 0.75

GEN13 #1 (SERIES)

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GEN13
IMAGE (1994)
0 stories on individual heroes ... 6.00
1/2 ... 2B.00
1 JLe BCo/JCp/AGa ... 3B.00
1A 2nd print ... 6.00
2 JLe BCo/JCp/AGa/JMi ... 2B.00
3 JLe BCo/JCp/AGa Pitt vs F'child ... 22.00
4 JLe BCo/JCp/AGa ... 12.00
5 final issue, team fights their way out of Genesis Compound ... 7.00
5A variant cover ... 15.00
TPB reprints entire mini-series ... 12.95
SERIES (1995-current)
1A Charge! cover by JCp & AGa ... 2.95
1B Thumbs Up cvr by JCp & AGa ... 2.95
1C AAd cover ... 15.00
1D SBi cover ... 15.00
1E JCy cover ... 15.00
1F MGo cover ... 15.00
1G Michael Lopez cover ... 15.00
1H JPs cover ... 15.00
1I JCp & Chuck Gibson cover ... 15.00
1J JCp & Tom McWeeney cover ... 15.00
1K Joe Dunn cover ... 15.00
1L "Pulp Fiction" cover ... 15.00
1M "Do-It-Yourself" cover ... 15.00
2 BCo JCp Wildstorm Rising, p4; includes 2 cards ... 2.50
2A newsstand edition, no cards ... 1.95

GHOST
DARK HORSE
GHOST SPECIAL (1994)
1 MHy/TSi ELu ... 3.95
TPB collects all appearances to date ... 8.95
SERIES (1995-current)
1 AHu ELu investigates sister's life ... 2.50
2 AHu ELu King Tiger ... 2.50

GHOSTDANCING
DC COMICS (1995-current)
1 mini-series dealing w/shamanism ... 1.95
2 Brother Christopher escapes ... 1.95
3 the "Father Craft" ... 2.50
4 Coyote imprisoned in Ft. Edgar ... 2.50

GHOST IN THE SHELL
DARK HORSE (1995-current)
1 MSr trouble at government factory ... 3.95
2 MSr deadly programming virus ... 3.95
3 MSr robots turn deadly ... 3.95
4 MSr land struggle ... 3.95

GHOST RIDER
MARVEL (1967)
1 1&O Western "Ghost Rider" ... 35.00
2-7 ... 13.00
2ND SERIES (1973-1983)
1 TSu GFh 1:Son of Satan ... 65.00
2 JMo GFh Satan ... 24.00
3-5 ... 18.00
6-9 ... 12.00
10 rep Marvel Spotlight #5 ... 15.00
11-20 ... 11.00
21-30 ... 8.00
31-49 ... 7.00
50 DPe MFl O Night Rider ... 7.00
51-67 ... 5.00
68 BBu RSt O retold.Ghost Rider ... 5.00
69-76 ... 5.00
77 BBu JDm O retold.Ghost Rider ... 5.00
78-79 BBu JDm Nightmare ... 5.00
80 BBu JDm vs Centunous ... 7.00
81 BBu JDm Ghost Rider I sucked into Soul Crystal,J. Bl leaves ... 12.00
3RD SERIES (1990-current)
1 JSs HMa 1 Ghost Rider II, 1:Dan Ketch,1:Deathwatch ... 10.00
1A 2nd Print ... 5.00
2 JSs HMa 1 Blackout ... 8.00
3 JSs HMa Kingpin ... 6.00
4 JSs HMa Mr. Hyde ... 9.00
5 JSs HMa Punisher ... 9.00
5A 2nd Print,Gold ... 5.00
6 JSs HMa Punisher ... 6.00
7-14 ... 5.00
15 MTe HMa ... 8.00
15A 2nd print ... 4.00
16 MTe HMa Hobgoblin, SpM,Johnny Blaze ... 4.00
17 MTe HMa Hobgoblin, SpM,Johnny Blaze ... 4.00
18-23 MTe HMa ... 3.00
24 MTe HMa D.Deathwatch, D:Snowblind ... 2.50
25 pop-up centerfold ... 3.00
26 RWa HMa X-Men,Brood ... 3.00
27 X-Men ... 3.00
28 Double size, polybagged ... 4.00
29-30 ... 1.75
31 Double size, polybagged ... 2.50
32-39 ... 1.75
40 Midnight Massacre,p2, "Darkhold Envelope" cvr ... 2.25
41-48 ... 1.75
49 RGa HMa p3,Hulk,vs Veng'e ... 1.95
50 anniv iss ,Vengeance k'napped, GR shows new methods,foil cvr ... 2.95
50A regular edition ... 2.50
51-58 ... 1.95
59 Betrayals,p2 ... 1.95
60 Betrayals,p3; GR takes an innocent life, & Stacy wants revenge ... 1.95
61 dbl-sz; Betrayals,p3 ... 2.50
62 In Chains,p1 ... 1.95
63 Chains,p2; The Black Hole ... 1.95
ANNUAL 1 CBc HMa bagged w/card,1:Night Terror ... 2.95
ANNUAL 2 JSs WEl story told from Scarecrow's point of view ... 2.95
FEAR (1992)
Bookshelf Format LWk HMa with Capt. America,vs Scarecrow ... 5.95
GHOST RIDER/CABLE (1992)
TPB reprints Marvel Comics Presents #90-98 ... 3.95
GHOST RIDER/WOLVERINE/ PUNISHER: THE DARK DESIGN (1994)
SC sequel to "Hearts of Darkness" ... 5.95
GHOST RIDER/WOLVERINE/ PUNISHER: HEARTS OF DARKNESS (1991)
SC vs. Blackheart ... 4.95
MIDNIGHT SONS
TPB reprints GR #2B,31,D'hold#1, Spir's of Veng #1,Morbius #1, Nightst'rs #1,foil-emb'd logo ... 19.95
RESURRECTED
TPB rep #1-7 ... 12.95

GHOST RIDER 2099
MARVEL (1994-current)
1 CBa LKa 1:GR 2099, prismatic foil cvr ... 2.25
1A regular cvr edition ... 1.50
2-12 ... 1.50
13 Doom invades Transverse City ... 1.95
14 GR deputized by Doom ... 1.95
15 there's a new sheriff in town.. GR ... 1.95

GIANT SIZE CREATURES
MARVEL (1974)
1 Werewolf by Night ... 5.00

GIANT SIZE DRACULA
MARVEL (1974-1975)
previously Giant Size Chillers
2 ... 2.50
3 reprint ... 2.50
4 ... 2.00
5 JBy John Byrne's first work for Marvel Comics ... 6.00

GIANT SIZE SUPER-HEROES
MARVEL (1974)
1 GKa GCy Spider-Man, vs Morbius and Man-Wolf ... 35.00

GIANT-SIZE SUPER STARS
MARVEL (1974)
1 RBu GCy Thundra,Black Panther,Hulk vs Thing ... 15.00
beomes Giant-Size Fantastic Four

G.I. COMBAT
QUALITY/DC COMICS (1952-1987)
1 ... 300.00
2 ... 135.00
3-6 ... 105.00
7-12 ... 85.00
13-24 ... 65.00
25-42 ... 50.00
43 last Quality issue ... 50.00
44 first DC issue ... 275.00
45-48 ... 140.00
49-60 ... 95.00
61-66 ... 70.00
67 1:Tank Killer ... 95.00
68 Prototype issue ... 105.00
69-72 ... 60.00
73-84 ... 55.00
85-86 ... 45.00
87 1:Haunted Tank ... 135.00
88-90 ... 45.00
91 1st 12¢ issue ... 35.00
92-96 ... 35.00
97-107 ... 25.00
108 Sgt Rock ... 35.00
109-113 ... 20.00
114 O:Haunted Tank ... 85.00
115-120 ... 15.00
121-136 ... 10.00
137 1st 15¢ issue ... 8.00
138 1:The Losers ... 12.00
139-145 ... 6.00
146-148 ... 4.50
149-200 ... 4.00
201-259 ... 2.50
260-281 ... 3.00
282-287 ... 2.00
288 Final issue ... 2.00

G.I. JOE
MARVEL (1982-1994)
1 ... 5.50
2 ... 5.00
3-50 ... 2.00
51-59 ... 1.75
60 TMc ... 3.50
61-134 ... 1.00
135-136 ... 1.75
137-138 bagged w/live action card ... 1.75
139-149 ... 1.25
150 PGs LHa Snake-Eyes vs Cobra Commander ... 2.00
151 PGs LHa Snake-Eyes wages one man war on Cobra ... 1.25
152 PGs LHa tale of the 1st GI Joe ... 1.25
153 Cobra's Battle Attack Trooper ... 1.50
154 chaos on plane ... 1.50
155 final action-filled issue ... 1.50
G.I. JOE & THE TRANSFORMERS
SC HTr MHi vs COBRA & Decept's ... 4.95

GI JOE: EUROPEAN MISSIONS
MARVEL
1-16 ... 1.25

GI JOE SPECIAL MISSIONS
MARVEL
1 HTr LHa ... 3.00
2-28 HTr LHa ... 1.50

GI JOE AND THE TRANSFORMERS
MARVEL (1987)
1-4 ... 1.25

GI JOE YEARBOOK
MARVEL (1985-1988)
1 ... 3.00
2-4 ... 2.00

GIVE ME LIBERTY
DARK HORSE
1-4 DGb FMi ... 4.95
TPB reprints #1-4 ... 19.95
HC reprints #1-4, w/sketches and comments, sgn'd & numb'd ..114.95

GLORY
IMAGE (1995-current)
1 MDe JDu new superheroine ... 2.50
2 MDe JDu threatened by her father 2.50
3 MDe JDu Rumble & Vandal ... 2.50

GOBBLEDY GOOK
MIRAGE (1984)
1-2 early TMNT ... 220.00
2ND SERIES (1986)
1 ... 10.00

GODDESS
DC COMICS (1995-current)
1 PWn GEn young girl tries to cope with special powers ... 2.95
2 PWn GEn hunted by the CIA ... 2.95

GODWHEEL
MALIBU (1995)
0 MPc/SBe CUl/DDn/MWb Argus unleashes array of villains to collect the keys to Crucible of Life ... 2.50
1-3 ... 2.50
GODWHEEL: WHEEL OF THUNDER (1995)
TPB collects #0, #1-3 ... 9.95

GODZILLA
DARK HORSE (1988)
1 movie adaptation ... 6.00
2-6 movie adaptation ... 3.00
SC collects #1-6 ... 17.95
Color Special ... 3.50
GODZILLA VS BARKLEY (1993)
1 atomic dinosaur vs Charles Barkley 2.95
2ND MINI-SERIES (1995-current)
0 reprints story from D.H. COMICS ..2.50

GODZILLA
MARVEL (1977-1979)
1 ... 6.00
2 ... 4.00
3 Champions ... 4.00
4-10 ... 4.00
11-24 ... 2.50

GOLDEN AGE
DC COMICS (1993-1994)
1-4 ... 4.95

GOLDEN AGE GREATS
AC COMICS (1994-current)
1 reprints Golden Age stories featuring The Hood, Green Lama & others ... 9.95
2 Golden Age reprints ... 9.95
3 The Flame ... 9.95

GREATEST STORIES EVER TOLD
DC COMICS (1987-91)
Batman Stories (TP8) ... 15.95
Batman Stories p2 (TP8) ... 15.95
50's Stories (HC) ... 29.95
50's Stories (SC) ... 14.95
Flash Stories (HC) ... 29.95
Flash Stories (TPB) ... 14.95
Golden Age Stories (HC) ... 24.95
Golden Age Stories (TPB) ... 14.95
Joker Stories (TPB) ... 14.95
Superman Stories (TPB) ... 15.95
Team-Up Stories (TPB) ... 14.95
Team-Up Stories (HC) ... 24.95

GREEN ARROW #51
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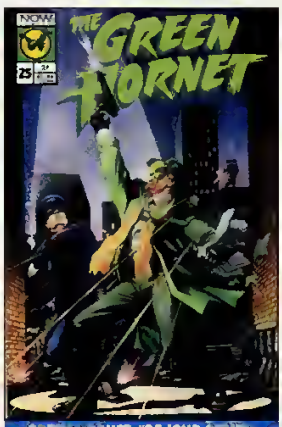
GREEN ARROW
DC COMICS (1988-current)
0 returns to monastery ... 1.95
1 EHa MGr vs Muncie ... 9.00
2 EHa MGr vs Muncie ... 4.00
3-15 EHa MGr ... 3.00
16-54 ... 2.00
55-68 ... 1.50
69-74 ... 1.75
75 RHo MGr Speedy, Shado, Black Canary leaves Ollie, anniv issue, double size ... 2.50
76-86 ... 1.75
87-95 ... 1.95
96 Connor's secret, someone appears who claims to be.. Hal Jordan ... 1.95
97 the new Force of July ... 2.25
98 Connor seeks help from Arsenal ... 2.25
ANNUAL 1 Fables ... 4.00
ANNUAL 2 ... 3.25
ANNUAL 3 Question ... 3.00
ANNUAL 4 ... 3.00
ANNUAL 5 ... 3.00
ANNUAL 6 Bloodlines, p13, 1 Hook ... 3.50
MINI-SERIES (1983)
1 TEe MWb ... 4.00
2-4 TEe MWb ... 2.25
GREEN ARROW: THE WONDER YEAR (1993)
1-4 GMr MGr ... 1.75

GREEN ARROW/LONGBOW HUNTERS
DC COMICS (1987)
1 MGr MGr 1:Shado ... 10.00
2-3 MGr MGr ... 8.00
TPB ... 12.95



GREEN HORNET #25 (2ND SERIES)
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GREEN HORNET
GOLD KEY (1967)
1 TV tie-in, photo cvrs on all ... 125.00
2-3 ... 90.00
NOW (1989-1991)
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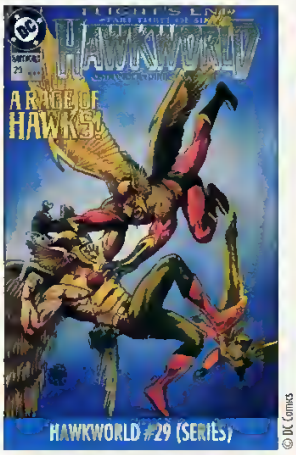

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TPB Reprints ... 7.95

IRON MAN AND THE SUB-MARINER
MARVEL (1968)
1 AIM vs Maggia ... 150.00

IRON MAN 2020
MARVEL (1994)
PF BWi WSi Arno Stark in armor. ... 5.95

ITCHY & SCRATCHY COMICS
BONGO COMICS(1994-current)
1 Bart Simpson's favorite char's ... 4.00
2 behind the scenes at I&S film ... 1.95
3 ... 1.95

HOLIDAY HIJINKS SPECIAL (1994)
1 heartwarming holiday mayhem ... 2.25

JOHN BYRNE'S NEXT MEN
LEGEND/DARK HORSE (1992-1993)
0 reprints D H Pres #54-57 ... 6.50
1 JBy JBy silver foil cover,Escape From Project Next Men ... 7.00

© Marvel

YOU MISSED

GENERATION NEXT #4... The team is apparently lost to Apocalypse's forces, but not before Kitty and Peter escape with Illyana.

WIZARD PRICE GUIDE

1A 2nd prnt ... 3.00
2 JBy JBy 1:Sathanas ... 5.00
3 JBy JBy D:Vice-President ... 4.00
4 JBy JBy mutations ... 2.50
5-14 JBy JBy ... 2.50
15 JBy JBy Danny visits Dollar Comics ... 2.50
16 JBy JBy ... 2.50
17 JBy JBy b & w b'k cvr by FMi ... 2.50
18 JBy JBy on trial for murder ... 2.50

FAITH (1993-1994)

19 JBy JBy new mini-series, Dr Trogg vs Blue Dahlia ... 3.00
20 JBy JBy N Men go undergr'd ... 3.00
21 JBy JBy ... 3.00
22 JBy JBy Jasmine's decision ... 3.00
TP8 reprints story arc ... 14.95

POWER (1994)

23 JBy JBy ... 2.50
24 JBy JBy O:Dr. Trogg, Concrete ... 2.50
25 JBy JBy Action Maxx vs Blue Dahlia, Sandy's powers out of control ... 2.50
26 JBy JBy ... 2.50
TP8 reprints story arc ... 16.95

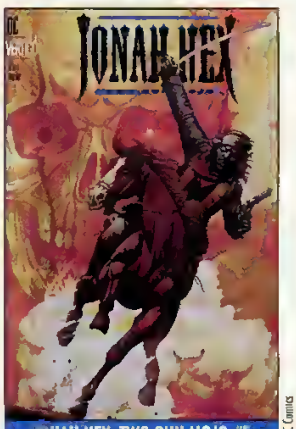
LIES (1994-current)

27-30 JBy MWe ... 2.50
TPB reprints #7-12, plus JBy's essays 16.95
TPB reprints #13-18. ... 16.95

THE JOKER

DC COMICS (1975-1976)

1 JNo DOn vs Two-Face ... 18.00
2-9 ... 10.00



JONAH HEX: TWO GUN MOJO #5

© DC Comics

JONAH HEX

DC COMICS (1977-1985)

1 ... 35.00
2 ... 15.00
3-6 ... 10.00
7-B O:Hex's facial disfigurement ... 12.00
9-12 ... 10.00
13-18 ... 7.00
19-24 ... 4.00
25-40 ... 3.50
41-60 ... 3.00
61-91 ... 2.00
92 final issue ... 2.00

RIDERS OF THE WORM & SUCH (1995)

1 TTr JLa mini-series ... 2.95
2 TTr JLa arrives at "Wilde's West" ... 2.95
3 TTr JLa learns truth about worms ... 2.95
4 TTr JLa the Autumn brothers ... 2.95
5 TTr JLa mini-series concludes ... 2.95

TWO-GUN MOJO (1993)

1 TTr JLa Slow Go Smith ... 6.00
1A platinum edition ... 30.00
2-5 TTr JLa ... 4.00
TPB reprints #1-5. ... 12.95

JOURNEY INTO MYSTERY

MARVEL (1952-1966)

1 ... 1,400.00
2 ... 520.00
3-4 ... 410.00
5 ... 360.00
6 ... 300.00
7-12 ... 250.00
13-18 ... 220.00
19-22 ... 175.00
23-32 ... 135.00
33 SDi ... 200.00
34-36 ... 130.00
37 ... 100.00
38 SDi ... 160.00
39-48 ... 100.00
49 ... 100.00
50-60 ... 95.00
61 ... 95.00
62 Hulk prototype ... 175.00
63-72 ... 95.00
73 Spider-Man prototype ... 200.00
74-77 ... 85.00
78 Dr. Strange prototype ... 150.00
79-82 ... 60.00
83 JKi SLe 1&O:Thor ... 3,150.00
83A Golden Record reprint, no cover price ... 75.00
83B Golden Record reprint with record (1966) ... 140.00
84 (#2) JKi SLe ... 750.00
85 (#3) JKi SLe 1:Loki ... 450.00
86 (#4) JKi SLe 1:Odin ... 275.00
87 (#5) JKi SLe ... 210.00
88 (#6) JKiSLe ... 210.00
89 (#7) JKi SLe ... 210.00
90 (#8) JKi SLe ... 140.00
91 (#9) JKi SLe ... 110.00
92 (#10) JKi SLe ... 110.00
93 JKi SLe 1:Radioactive Man ... 115.00
94 JKi SLe Loki ... 90.00
95-96 JKi SLe ... 90.00
97 JKi SLe 1:Lava Man ... 125.00
98 JKi SLe 1&O Cobra ... 85.00
99 1 Mr Hyde ... 75.00
100 Mr Hyde ... 75.00
101 ... 55.00
102 1 Hela ... 55.00
103-106 ... 55.00
107 1&O Grey Gargoyle ... 55.00
108 Loki ... 55.00
109 Magneto ... 90.00
110 Cobra, Mr Hyde ... 55.00
111 ... 50.00
112 Thor battles Hulk ... 135.00
113 ... 50.00
114 1&O Absorbing Man ... 50.00
115 O: Loki ... 70.00
116-117 ... 50.00
118 1 Destroyer ... 50.00
119-125 ... 50.00
ANNUAL 1 1 Hercules ... 120.00

becomes *Thor*

SECOND SERIES (1972-1975)

1 Horror reprints in all ... 9.00
2 ... 4.00
3-6 ... 3.50
7-12 ... 3.00
13-19 ... 2.50

JUDGE DREDD

EAGLE/QUALITY (1983-1986)

1 BBo JWa ... 11.00
2 BBo JWa ... 9.00
3-4 BBo JWa ... 7.50
5-10 JWa ... 7.50
11-20 ... 4.00
21-32 ... 3.00
33-35 published by Quality ... 3.00

CRIME FILES (1985-1986)

1 JBy ... 2.00
2-6 ... 2.00

EARLY CASES (1986)

1-6 ... 2.25

JUDGE CHILD QUEST (1984)

1-5 ... 2.50

FLEETWAY/QUALITY

SECOND SERIES (1986-1991)

1 ... 5.00
2-49 ... 3.00
50 Double size ... 2.50
51-60 ... 2.25
61 title changes to Judge Dredd Classics ... 1.95
62-77 ... 1.95

AMERICA

BOOK 1 1 America ... 2.95
BOOK 2 ... 2.95

CRIME FILES

1-3 PF ... 5.95

DREDD BY BISLEY

SC collection of SBi J D stories ... 5.95

EMERALD ISLE

SC Joyce (Emerald Isle judge) ... 4.95

HARDCASE PAPERS

1-4 reprints ... 5.95
SLIPCASE EDITION ... 24.95

THE HUNT FOR BLACK WIDOW

SC vs Black Widow ... 2.95

MECHANISMO

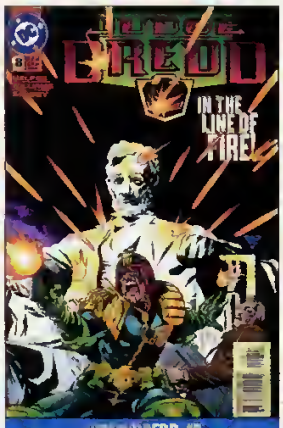
SC vs robot judges ... 7.95

RAPTAUR

BOOKS 1-2 vs Raptaur ... 2.95

TALE OF THE DEAD MAN

GN Dredd quits ... 8.95



JUDGE DREDD #8

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JUDGE DREDD

DC COMICS (1994-current)

1 MOm AHe new adv's of UK hero ... 2.50
2-10 ... 1.95
11 JWi AHe is Dredd dead? ... 2.25
12 JWi AHe the Wally Squad ... 2.25

JUDGE DREDD: FUTURE CRIME

SQ PRODUCTIONS (1995)

GN reprints vintage "Dredd" tales ... 7.95

JUDGE DREDD: LEGENDS OF THE LAW

DC COMICS (1994-current)

1-4 BAn JWa/AGr ... 1.95
5-6 AWi DCh ... 1.95
7 AWi DCh ... 2.25
8 Fall From Grace, p1 ... 2.25

JUDGMENT DAY

LIGHTNING (1993-current)

1 gold prism cvr ... 5.25
2 Halloween polybag, Perg card ... 4.00
2A signed & numbered ... 9.95
3-9 ... 2.95
10 1 Visage, Rook, Autobahn, Tracker ... 2.95

JURASSIC PARK

TOPPS (1993)

1 GKa WSi adaptat'n of movie, collector's edit'n, bgd w/3 cards ... 4.50
1A newsstand edit'n, Topps' first newsstand comic ... 3.00
2 GKa WSi Dir Mkt edition, bagged w/3 cards ... 3.25
2A newsstand edition, w/o cards ... 2.50
3 GKa WSi T-Rex, Dir. Mkt. ed., bagged w/3 cards ... 2.95
3A newsstand ed, w/o cards ... 2.50
4 GKa WSi dinos on the loose, Dir. Mkt. ed., bagged w/4 cards ... 4.00
4A newsstand, w/o cards ... 2.50
ANNUAL 1 2 all- new tales ... 3.95

RAPTOR (1993)

1-2 bagged w/cards ... 2.95

RAPTORS ATTACK! (1994)

1-4 AGi SEn ... 2.50

RAPTORS HIJACK (1994)

1-4 ... 2.50

JURASSIC PARK ADVENTURES

TOPPS (1994-1995)

1-10 reprints Jurassic Park titles ... 1.95

JUSTICE LEAGUE

DC COMICS (1987)

1 KGi KGi 1 Maxwell Lord ... 8.00
2 KGi KGi 1 post-Crisis Blue Jay, Silver Sorceress & Wandjina ... 5.00
3 KGi KGi Rocket Reds ... 4.00
3A test logo ... 80.00
4-6 ... 4.00
ANNUAL 1 DGi KGi vs plague ... 5.00
SPECTACULAR 1 ... 1.50

becomes *Justice League International* (1st)

JUSTICE LEAGUE AMERICA

DC COMICS (1988-current)

previously *Justice League International* (1st)

0 Zero Hour aftermath, Wonder Woman forges new team ... 1.50
26-30 ... 2.00
31 AHu KGi new costumes for Fire & Ice, Dr Fate, Spectre, Teasdale Imperative, p1, JLE ... 3.50
32 AHu KGi p3, JLE vs Gray Man ... 3.50
33 AHu KGi Kilowog, Aquaman, 1 Kooey Kooey Kooey ... 3.00
34 AHu KGi Aquaman, Injustice League, Club JLA ... 3.00
35 AHu KGi 1.Cat, Aquaman ... 3.00
36 AHu KGi 1 Mr Nebula, 1:Scarlet Skier ... 2.00
37 AHu KGi Q.Booster Gold, R Despero ... 2.00
38 AHu KGi vs Despero, D:Sargeant Steel, D:Gypsy's parents, Spy magazine parody ... 2.00
39-49 ... 1.75
50 LMe KGi p5, double size, anniv issue, O-General Glory ... 2.25
51 AHu KGi G'Nort, Kilowog ... 1.75
52 TEe KGi Max shot, Beetle vs Gardner ... 1.75
53 Breakdowns, p1 ... 3.00
54 CWo KGi J:Tasmanian Devil, J:Dr.Light, Fire & Ice fired, p3 ... 2.50
55 CWo KGi p5, Global Guardians ... 2.50
56 CWo KGi p7, JLA mountain ... 2.50
57 CWo KGi p9, Lobo, R.Extremists, Dreamslayer possesses Max ... 2.50
58 BSe KGi p11, Lobo vs Despero, Conglomerate ... 2.50
59 BSe KGi p13, 1.new Extremists ... 2.50
60 JDm KGi p15, Q everybody ... 2.00
61 DJu DJu 1.Weapons Master, new League ... 3.25
62-64 ... 1.50
65-68 ... 1.25
69 vs Doomsday ... 14.00
70 Funeral for a Friend begins ... 10.00
70A newsstand (w/o outer cvr) ... 2.50
71 SVe DJu new JLA, W Woman becomes leader, Q:Ice ... 4.00
71A newsstand (w/o outer cvr) ... 2.00
72-82 ... 1.25
83-91 ... 1.50
92 ZERO HOUR ... 1.50
93 CWj GJo Power Girl & child targeted for death ... 1.50
94 CWj GJo Scarabus remains intent on killing Power Girl's infant ... 1.50
95 CWj GJo alien menace stalks new headquarters ... 1.50
96 RGr GJo Max's funeral ... 1.50
97 Judgment attacks h'quarters ... 1.50
98 J new Wonder Woman, Ice Maiden, Blue Devil ... 1.50
99 battle to save town ... 1.50
100 CWj GJo dbl-sz, holographic foil-enhanced cvr ... 3.95
100A different cvr, no enhancement ... 2.95
101 CWj GJo Way of /Warnor, p2 ... 1.75
ANNUAL 4 MMk KGi Justice League Antarctica ... 2.50
ANNUAL 5 SCa KGi Arm 2001 ... 2.50
ANNUAL 5A 2nd print, Silver ... 2.00
ANNUAL 6 Eclipso ... 2.50
ANNUAL 7 GLa WLo Bloodlines, p15, 1:The Terrorsmith ... 2.50
ANNUAL 8 NFe DVa Elseworlds storyline ... 2.95

JUSTICE LEAGUE BOOKS

DC COMICS

A NEW BEGINNING (1989)

TPB rep JL #1-6, JU #7 ... 12.95

JUSTICE LEAGUE ARCHIVES (1993)

1 HC rep Brave & Bold #2B-30, JLA(1st) #1-6 ... 39.95
2 HC reprnts JLA (1st) #7-14 ... 39.95
3 HC reprnts JLA (1st) #15-22 ... 49.95

SECRET GOSPEL OF MAXWELL LORD

TP8 rep JLI #8-12,JL Ann. #1 ... 12.95

JUSTICE LEAGUE EUROPE

DC COMICS (1989-1993)

1 8Se KGi new embassy ... 4.00
2-6 ... 2.00
7 8Se KGi Teasdale Imperative, p2, JLA, Spectre ... 2.50
8 8Se KGi p4,JLA,Power Girl hurt ... 2.50
9 Superman saves Power Girl ... 2.00
10 8Se KGi 1&J:Crimson Fox, Batman ... 2.00
11-19 ... 2.00
20-25 ... 1.50
26-28 ... 1.25
29-32 ... 2.00
33-36 ... 1.50
37 RRa GJo 8atman,1:Deconstructo, new JLE ... 2.00
38-40 ... 1.25
41-49 ... 1.25
50 double size,anniv issue, team changes name to JLI ... 2.50
ANNUAL 1 LMe KGi vs Global Guardians ... 2.50
ANNUAL 2 SCa KGi Arm 2001 ... 2.50
ANNUAL 3 Eclipso ... 2.50

becomes *Justice League International* (2nd)

JUSTICE LEAGUE INTERNATIONAL

DC COMICS (1987-1989)

previously *Justice League*

7 KMa KGi J:Captain Atom, J:Rocket Red,double size ... 5.00
8 KMa KGi Q:Batman,Jack O' Lantern back up story ... 2.50
9 KMa KGi Millennium,Jack O' Lantern back up story ... 2.50
10 KMa KGi Millennium,Superman, Beetle & Miracle back up ... 2.50
11 KMa KGi O:Maxwell Lord, Metron ... 2.50
12 KMa KGi O:Maxwell Lord, Global Guardians disband ... 2.50
13 KGi KGi Suicide Squad ... 2.50
14 SLa KGi 1 L-Ron,1:Manga Khan,J:Fire & Ice ... 2.50
15 vs Manga Khan ... 2.00
16 KMa KGi Queen Bee ... 2.00
17 KMa KGi kicked out of Bialya ... 2.00
18 KMa KGi Lobo ... 4.00
19 KMa KGi Lobo vs Guy Gardner, J:Hawkman & Hawkwoman ... 4.00
20 TTe KGi Lobo,Apokolips ... 3.00
21 TTe KGi Lobo,Darkseid ... 3.00
22 KMa KGi Invasion,W Woman ... 3.00
23 KMa KGi Invasion,Injustice League ... 3.00
24 TTe KGi 1:JLE,dbl size ... 4.00
25 MMk KGi vs Vampires ... 2.00
ANNUAL 2 Joker ... 4.00
ANNUAL 3 MMk KGi JLE, Kooey Kooey Kooey ... 3.00

becomes *Justice League America*

2ND SERIES (1993-1994)

previously *Justice League Europe*

51-57 ... 1.25
58-68 ... 1.50
ANNUAL 4 MPr GJo ... 2.50

QUARTERLY

1 CSp KGi 1:Conglomerate ... 3.00
2-6 ... 2.95
7 E8a MFr High School reunion ... 3.50
8 1:new Conglomerate ... 3.50
9-11 ... 3.50
12 MWa new Conglomerate, Praxis,Dr. Light,Ice ... 3.50
13 Ultra vs Captain Atom ... 3.50
14 Capt Atom,8. Beetle,N'shade, T'bolt reunited vs A Havoc ... 3.50
15 Praxis story concludes ... 3.50
16 General Glory story ... 3.50
17 Final issue ... 3.50

SPECIAL (1990-1991)

1 JPh KGi Mr Miracle, Manga Khan ... 3.25
2 JSo JCa Q:Huntress ... 3.00

JUSTICE LEAGUE OF AMERICA #31

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JUSTICE LEAGUE OF AMERICA

DC COMICS (1960-1987)

1 MSe GFo 1:Despero ... 2,650.00
2 MSe GFo 1:Simon Magus,Magic-Land crossover story ... 600.00
3 MSe GFo 1:Kanjar Ro ... 425.00
4 MSe GFo J:Green Arrow ... 300.00
5 MSe GFo 1:Dr Destiny ... 225.00
6 MSe GFo 1:Professor Amos Fortune, wheel of misfortune ... 180.00
7 MSe GFo fun-house aliens ... 180.00
8 MSe GFo JLA for sale ... 180.00
9 MSe GFo O:Justice League ... 330.00
10 MSe GFo 1:Felix Faust ... 180.00
11 MSe GFo vs Lord of Time ... 130.00
12 MSe GFo 1:Doctor Light ... 130.00
13 MSe GFo vs Robot Justice League,Speedy,Jimmy Olsen ... 130.00
14 MSe GFo J:Atom ... 130.00
15 MSe GFo parallel Earth ... 130.00
16 MSe GFo imaginary case ... 100.00
17 MSe GFo Tomado Tyrant ... 100.00
18 MSe GFo Micro-Universe ... 100.00
19 MSe GFo duplicate JLA ... 90.00
20 MSe GFo Spaceman X ... 90.00
21 MSe GFo Re-Intro JSA 1:Black Canary 1:Dr Fate,1:Hourman ... 200.00
22 MSe GFo JSA ... 175.00
23 MSe GFo 1:Queen Bee ... 50.00
24 MSe GFo Adam Strange ... 50.00
25 MSe GFo 1:Draad ... 50.00
26 MSe GFo Despero ... 50.00
27 MSe GFo Amazo ... 50.00
28 MSe GFo U N ,Robin ... 50.00
29 MSe GFo 1:Crime Syndicate of America,1 Earth-3 ... 55.00
30 MSe GFo JSA vs CSA ... 55.00
31 MSe GFo J Hawkman ... 45.00
32 MSe GFo 1 Brainstorm ... 30.00
33 MSe GFo Alien-ator ... 30.00
34 MSe GFo Joker ... 32.00
35 MSe GFo uniforms ... 25.00
36 MSe GFo 8rainstorm ... 25.00
37 MSe GFo 1:Mr Terrific ... 50.00
38 MSe GFo 1 Lawless League of Earth-A,JSA ... 50.00
39 80 Pg Giant G-16 ... 70.00
40 MSe GFo Penguin ... 25.00
41 MSe GFo 1:The Key ... 25.00
42 MSe GFo O:Metamorpho ... 18.00
43 MSe GFo 1 Royal Flush Gang ... 18.00
44 MSe GFo giant JLA ... 18.00
45 MSe GFo 1:Shaggy Man ... 18.00
46 MSe GFo Solomon Gr'y,1st Silver Age app. of Sandman ... 80.00
47 MSe GFo Antimatterman ... 22.00
48 80 Pg. Giant G-29 ... 30.00
49-54 ... 15.00
55 MSe GFo 1:Adult Robin of Earth-2 ... 40.00
56 MSe GFo JSA ... 17.00
57 MSe GFo 8rotherhood Week ... 15.00
58 80 Pg. Giant G-41. reprints JLA #1,6,8 ... 25.00
59 MSe GFo O:Flash,W Woman ... 15.00
60 MSe GFo Batgirl ... 15.00
61 MSe GFo Lex Luthor,Penguin ... 10.00
62 MSe GFo murder mystery ... 10.00
63 MSe GFo vs the Key ... 10.00
64 DDi GFo JSA,1&O:Red Tornado, Red Tornado joins the JSA ... 12.00
65 DDi GFo Amazo,Starro ... 10.00
66 DDi DNe vs the Offalia army ... 10.00
67 80 Pg. Giant G-53 reprnts #4,14,31 ... 15.00
68 DDi DNe vs Neverwas ... 10.00
69 DDi DNe Q:Wonder Woman ... 10.00
70 DDi DNe the Creeper ... 9.00
71 DDi DNe O&Q:Martian Manhunter, Martian people ... 9.00
72 DDi DNe Hawkman turned to salt,Red Tornado ... 7.00
73 DDi DNe 1 Aquanus,JSA ... 7.00
74 DDi DNe JSA vs JLA ... 7.00
75 DDi DNe 1 Black Canary II ... 7.00
76 80 pg. Giant G-65, rep #7,12 ... 8.00
77 DDi DNe Q:Snapper Carr ... 7.00
78 DDi DNe 1 Vigilante of Earth-1, 1 the Doomsters ... 5.00
79 DDi DNe D.Chokh,Vigilante ... 5.00
80 DDi DNe 1 Norch Lor ... 5.00
81 DDi DNe Norch Lor defeated ... 5.00
82 DDi DNe 1 Bat-Man of Earth-2, JSA,Superman of Earth-2 ... 5.00
83 DDi DNe Spectre comes to Earth-1,JSA ... 5.00
84 DDi RKa vs Dr. Viktor Willard ... 5.00
85 80 Pg. Giant, rep. #10,11 ... 8.00
86 DDi MFr starvation story ... 5.00
87 DDi MFr Zatanna,1 Blue Jay, 1:Silver Sorceress,1 Wandjina, 1:Jack 8 Quick ... 10.00
88 DDi MFr three ordinary people save the Earth ... 5.00
89 DDi MFr 8lack Canary story ... 5.00
90 DDi MFr pollution story ... 5.00
91 DDi MFr JSA,Robin ... 5.00
92 DDi MFr JSA,1 Robin's new costume,Solomon Grundy ... 5.00
93 80 Pg. Giant G-89, rep. #13,18 ... 8.00
94 NAd/DDi MFr Deadman takes control of Aquaman ... 20.00
95 DDi MFr Johnny Dune,reprints origins.Dr. Fate & Dr. Mid-Nite ... 8.00
96 DDi MFr 1 Starbreaker ... 8.00
97 DDi MFr Starbreaker,O:JLA ... 6.00
98 DDi MFr Sargon the Sorcerer ... 6.00
99 DDi MFr Sargon the Sorcerer made an honorary Leaguer ... 6.00
100 DDi LWe JSA,1 Vigilante of Earth-2,1 Star-Spangled Kid, 1 Stripesy,1 Shining Knight ... 6.00
101 DDi LWe vs Iron Hand ... 6.00
102 DDi LWe Seven Soldiers of Victory, JSA ... 6.00
103 DDi LWe Phantom Stranger ... 4.00
104 DDi LWe Shaggy Man ... 4.00
105 DDi LWe J Elongated Man ... 4.00
106 DDi LWe O&J Red Tomado ... 4.00
107 DDi LWe 1 Black Condor, 1:Phantom Lady,1 Uncle Sam, 1:Doll Man,1 The Ray ... 8.00
108 DDi LWe vs Nazis of Earth-X, Freedom Fighters ... 6.00
109 DDi LWe Q:Hawkman ... 3.00
110 DDi LWe 100 pages,the Key ... 3.00
111 DDi LWe Injustice Gang ... 3.00
112 DDi LWe vs Amazo ... 3.00
113 DDi LWe JSA,O:Sandy ... 3.00
114 DDi LWe Zatanna,JSA ... 3.00
115 DDi DNe Martian Manhunter ... 2.75
116 DDi C8a 1&O:Golden Eagle ... 2.75
117 DDi EMa J Hawkman ... 2.75
118 DDi EMa Adaptoids vs Earth ... 2.75
119-128 ... 2.75
129-150 ... 2.50
151-180 ... 2.00
181 DDi GCy Q:Green Arrow ... 2.00
182 DDi GCy Felix Faust ... 2.00
183-199 ... 2.00
200 72 page anniv issue, multiple artists & guests ... 3.50
201-206 ... 1.50
207-249 ... 1.50
250 LMc GCy J:Batman ... 3.00
251-260 ... 1.50
261 LMc JDe Q:Vixen ... 4.00
ANNUAL 1 RHo PLe Dr. Destiny ... 5.00
ANNUAL 2 CPa GCy new line-up ... 4.00
ANNUAL 3 RHo DMi Crisis, Red Tomado changes ... 3.50

JUSTICE LEAGUE TASK FORCE

DC COMICS (1993-current)

0 Martian Manhunter rebuilds team ... 1.50
1 w/memb'ship card,Tyranny Gun ... 2.50
2 Tyranny Gun,p2 ... 1.50
3 SVe DMi p3,vs Blitz ... 1.50
4 GMs CDi Gypsy vs Lady Shiva ... 1.50
5 Knightquest:The Search,p1,G. Arrow,Gypsy,8. Tiger,join B Wayne in search for Robin's dad ... 2.50

JUSTICE LEAGUE TASK FORCE #9

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6 K'quest:The Search,p3,vs Santa Prisca underworld ... 1.50
7 SVe PDa League of heroines ... 1.50
8 SVe PDa heroines,p2 ... 1.50
9-23 ... 1.50
24 Von Mauler pursues Gypsy ... 1.75
25 team battles Mystek ... 1.75

JUSTICE SOCIETY OF AMERICA

DC COMICS (1991)

1 LSz Flash ... 2.00
2 LSz 8lack Canary ... 1.00
3 LSz Green Lantern ... 1.00
4 LSz Hawkman ... 1.00
5 LSz Flash & Hawkman ... 1.00
6-8 LSz full team ... 1.00

REG. SERIES (1992-1993)

1-10 MPr LSz ... 1.25

KABUKI: CIRCLE OF BLOOD

CALIBER (1995-current)

1 DAv O Kabuki ... 2.95
2 DAv Kabuki goes rogue ... 2.95
3 DAv hunted by former colleagues ... 2.95

KABUKI: DANCE OF DEATH

LONDON NIGHT STUDIOS (1995-current)

1 DAv series for female assassin ... 3.00

KABUKI: FEAR THE REAPER

CALIBER (1994)

1 DAv 1-shot about female assassin ... 3.50

KAMANDI

DC COMICS (1972-1978)

1 Jack Kirby art 1&O:Kamandi ... 25.00
2 JKi ... 16.00
3-6 JKi ... 10.00
7-12 JKi ... 9.00
13-24 JKi ... 6.00
25-31 JKi ... 3.00
32 dbl size JKi ... 4.00
33-40 JKi ... 3.00
41-58 ... 3.00
59 Jim Starlin art ... 5.00

KAMANDI: AT EARTH'S END

DC COMICS (1993)

1 FGo TVe Elseworlds mini-series ... 1.75
2-6 ... 1.75

KA-ZAR

MARVEL (1970-1971)

1 rep Daredevil #10,Uncanny X-Men #24 ... 11.00
2 GTu JSg Angel, rep DD #12-13 ... 9.00
3 rep Amazing Spider-Man #57 ... 8.00

2ND SERIES (1974-1977)

1-20 ... 2.00

3RD SERIES (1981-1984)

1-34 ... 1.00

GUNS OF THE SAVAGE LAND

GN New Savage Land ... 8.95

KID ETERNITY

DC COMICS (1991)

1-3 DFe GMo O Kid Eternity ... 6.00

2ND SERIES (1993-1994)

1-15 SPl ANo ... 1.95
16 SPh ANo final issue ... 1.95

KILLER INSTINCT

IMAGE

1 Tour Book,unsigned ... 6.00

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IRON MAN #316... The original Titanium Man has gone nuts, and the Crimson Dynamo gets injured trying to stop him. So, for the pride of the Russian people, Tony offers to take out TM using the Dynamo armor.

WIZARD PRICE GUIDE

1A signed by artists/writers 45.00

KILL YOUR BOYFRIEND
DC COMICS (1995)
1 PBo GMo Vertigo 1-shot 4.95

KINDRED
IMAGE (1994)
1 BBt JLe/BCh secrets about Grifter & Backlash revealed,w/card 8.50
2 BBt JLe/BCh island of mutants 5.25
3 BBt JLe/BCh 1 Team 7 4.50
3A variant cover 11.00
4 BBt JLe/BCh final issue,w/coup. for JLe print 2.50
TPB reps #1-4 9.95

KISS CLASSIC
MARVEL (1995)
TPB Reprints of Marvel's 2 KISS comic specials from the 70's 10.00

KITTY PRYDE AND WOLVERINE
MARVEL (1984-1985)
1 AMi CCl off to Japan 7.50
2 AMi CCl Ninja Kitty 6.00
3-6 AMi CCl 4.00

KNIGHTHAWK
ACCLAIM/WINDJAMMER (1995-current)
1 NAd/PSt Eln mini-series for Neal Adams character 2.50
2 NAd/PSt Eln Nemo 2.50

KNIGHTNAWK THE PROTECTOR
CONTINUITY (1993)
1 NAd 1:Knighthawk 2.50
2 NAd part of KH's origin revealed, vs the Manufactured Man 2.50
3 1 Noman,the manufactured man 2.50

KNIGHTMARE
IMAGE (1995-current)
1 hit man becomes superhero 2.50
2 Enter: Caine! 2.50
3 must stop the mob's nuclear plot 2.50
4 Thrillkill 2.50

KOBALT
DC COMICS (1994-current)
1-12 1.75
13 1.75
14 upgraded to new format 2.50

KREE-SKRULL WAR
MARVEL (1983)
1-2 reprints Avengers #93-97 3.00

KRUSTY COMICS
BONGO COMICS (1995)
1 mini-series about the rise & fall of Krustyland; Sideshow Mel b'kup 2.25
2 strange goings-ons at Krustyland, Sideshow Mel b'kup 2.25
3 final iss, Krustyland saga concludes 2.25

KRYPTON CNRONICLES
DC COMICS (1981)
1 CSw EBr pre-Crisis history 1.50
2-3 1.25

LADY DEATN
CHAOS! COMICS (1994)
1 SHu 8Pu LD's early years, w/Evil Ernie, chromium cover 68.00
1A limited (5000 copies) gold foil ed signed by creative team 88.00
2 SHu BPu renounces humanity 32.00
3 SHu BPu trapped w/father 20.00

8ETWEEN HEAVEN AND HELL (1995-current)
1 SHu 8Pu new mini-series 4.50
1A signed & numbered limited ed 30.00
1B black velvet edition 40.00
2 SHu BPu loses control of the Endless Graveyard, Purgatori's rage 2.75
3 SHu 8Pu final battle w/Purgaton 2.75

LADY DEATH LIMITED EDITION (1994)
HC foil stamped hardcover,reprints limited series #1-3 30.00

THE RECKONING (1994)
TPB reprints limited series #1-3 6.95

SWIMSUIT SPECIAL (1994)
1 enticing poses by various artists 9.00
1A special red velvet edition 42.00

LADY JUSTICE
TEKNO•COMIX (1995-current)
1 mysterious force possesses women in order to right wrongs, created by Neil Gaiman 1.95

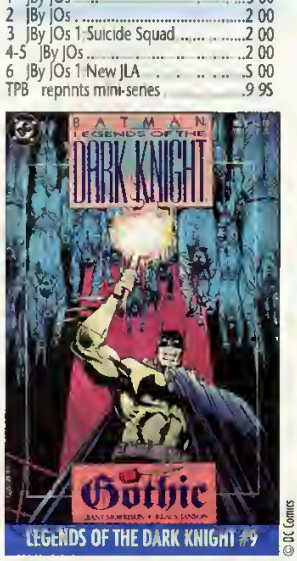
LA PACIFICA
PARADOX/DC COMICS (1994-1995)
1-3 4.95

LAST DAYS OF TNE JUSTICE SOCIETY
DC COMICS (1986)
1 DRo RTh 2.50

LAW OF DREDD
FLEETWAY/QUALITY
1 3.00
2 2.50
3-33 1.95

LEGEND OF SUPREME
IMAGE (1994-current)
1-3 Revelations,p1-3 2.50
4 Supreme leaves Earth 2.50

LEGENDS
DC COMICS (1986-1987)
1 JBy JOs 3.00
2 JBy JOs 2.00
3 JBy JOs 1 Suicide Squad 2.00
4-5 JBy JOs 2.00
6 JBy JOs 1 New JLA 5.00
TPB reprints mini-series 9.95



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LEGENDS OF TNE DARK KNIGHT
DC COMICS (1989-current)
0 publisher obsessed w/Batman 2.50
1A EHa DOn Shaman, p1, O Batman,yellow cover 6.00
1B blue cover 6.00
1C orange cover 6.00
1D pink cover 6.00
2 EHa DOn p2,Cult of Chubala 3.00
3 EHa DOn p3,vs Cult 3.00
4 EHa DOn p4,Manor attacked 3.00
5 EHa DOn p5,D-Cult 2.25
6 KJa GMo 1:Mr Whisper 2.50
7 KJa GMo p2,O-Bruce Wayne 2.25
8 KJa GMo p3,O:Mr Whisper 2.25
9 KJa GMo p4,vs Mr. Whisper 2.25
10 KJa GMo p5,D-Mr Whisper 2.25
11 PGu DMo Prey, p1,Catwoman 5.00
12 PGu DMo p2,Catwoman 4.00
13 PGu DMo p3,vs Catwoman, 1.Night Scourge 4.00
14 PGu DMo p4,Catwoman, Batman drugged 3.00
15 PGu DMo p5,D.Night Scourge, Catwoman,Hugo Strange discredited 3.00
16 RBr DOn Venom p1,Batman takes mind-altering steroids 10.00
17 RBr DOn p2,Batman addicted 10.00
18 RBr DOn p3,goes cold turkey 10.00
19 RBr DOn p4,vs Slaycroft 10.00
20 RBr DOn p5,D Slaycroft 10.00
21-33 1.75
34-49 1.75
50 BBl DOn early encounter w/Joker,pin-up gallery by var's artists,foil-enh'd cvr,double sz 5.00
51-61 1.75
62 KnightsEnd,p4 2.00
63 BKi DOn KnightsEnd,p10,climax in Batcave 3.00
64-72 1.95
73 Werewolf, p3 1.95
ANNUAL 1 JAp/KGi DOn joker 3.95
ANNUAL 2 3.50
ANNUAL 3 MMn/LMc/GMr DOn 3.50
ANNUAL 4 JSo BAu/MWd 3.50
ANNUAL 5 ALc CDi O: Man-Bat 3.95
HALLOW'N SPECIAL 1 die-cut cvr, vs Scarecrow 6.95
HALLOW'N SPECIAL 2 MADNESS vs the Mad Hatter 4.95

COLLECTED LEGENDS OF THE DARK KNIGHT
SC reprints popular story arcs 12.95

GOTHIC
TPB rep #6-10 12.95

PREY
TPB rep #11-15 12.95

SHAMAN
TPB rep LODK #1-5 12.95

VENOM
TPB rep LODK #16-20 12.95

LEGENDS OF THE WORLD'S FINEST
DC COMICS (1994)
1-3 4.95
TPB collects mini-series 14.95

L.E.G.I.O.N.
DC COMICS (1989-1994)

L.E.G.I.O.N. '89
1 BKi KGi vs Colu 5.00
2 BKi KGi Colu freed 4.00
3 BKi KGi Lobo 4.00
4 BKi KGi vs Lobo 4.00
5 BKi KGi J-Lobo 4.00
6 BKi KGi Calm,D-Bek's father 4.00
7 BKi KGi Stealth kills Vnl Dox 4.00
8 BKi KGi 1 Marij'n 4.00
9 BKi KGi 1:Phase 4.00
10 BKi KGi R-Dox,Lobo vs Dox 4.00

L.E.G.I.O.N. '90
11 BKi KGi Emerald Eye,Starr conquers Talok 3.00
12 BKi KGi Eye joins with Bek 3.00
13 BKi KGi 1:Lydea Mallor 3.00
14 BKi KGi 1:Dragon Ra (cameo) 3.00
15 BKi KGi 1 Dragon Ra (full) 4.00
16 BKi KGi 1 Valor 3.00
17 JFe AGr 3.00
18 JFe AGr 3.00
19 JFe AGr 3.00
20 JFe AGr 2.00
21 JFe AGr D-Lynissa Mallor 2.00
22 JFe AGr LEGION vs Starr 2.00

L.E.G.I.O.N. '91
23-34 BKi AGr 2.25

L.E.G.I.O.N. '92
35 BKi AGr 2.00
36 BKi AGr R-Lobo,Max G'odd 2.00
37 BKi AGr HQ invaded 2.00
38 LMd AGr Lobo vs Iceman 2.00
39 BKi AGr vs Max G'odd 2.00
40-41 BKi 2.00
42 BKi murder mystery 2.00
43 BKi Yeltsin-Beta 1.50
44-45 BKi 1.50
46 Hal Jordan 1.50
47 BKi Lobo vs H Jordan 1.50

L.E.G.I.O.N. '93
48 BKi 1.75
49 BKi MWd D Stealth 1.75
50 BKi MWd vs Ig'nea 1.75
51-61 BKi MWd 1.75

L.E.G.I.O.N '94
62-69 1.75
70 ZERO HOUR, final issue 4.00
ANNUAL 1 Superman X-over 4.50
ANNUAL 2 MMk AGr 2.95
ANNUAL 3 Eclipso 2.95
ANNUAL 4 Bloodlines,p23,1:Pax 3.50
ANNUAL 5 Elseworlds story 3.50

LEGIONNAIRES
DC COMICS (1992-current)
0 first mission for new Legion 2.25
1-9 CSp TBm/MBm 1.25
10-17 TBm/MBm 1.50
18 CGr MWd End,p4,ZERO HOUR 2.50
19-25 1.50
26 Appantion and Ultra Boy 1.75
27 UP demands 3 Leg'naires resign 2.25
ANNUAL 1 PPe MWd Elseworlds story 2.95

LEGIONNAIRES 3
DC COMICS (1986)
1-4 1.50

LEGION OF SUBSTITUTE HEROES
DC COMICS (1985)
1 KGi PLe 1.50

LEGION OF SUPER-HEROES
DC COMICS (1973)
1 6.00
2-4 3.00

2ND SERIES (1980-1984)
previously Superboy and the L.O.S.H
259 5.00
260-270 3.00
271-284 1.75
285-286 1.75
287 KGi 1.75
288-294 KGi PLe 1.75
295-299 KGi PLe 1.25
300 Anniversary issue 3.00
301-313 KGi PLe 1.25
ANNUAL 1 2.50
ANNUAL 2-3 2.25
becomes *Tales of the L.O.S.H*

3RD SERIES (Baxter Paper) (1984-1989)
1 KGi PLe Leg. of Super-Villains 3.50
2-15 1.50
16 Cnsis 2.00
17 O-Legion 2.00
18 Cnsis 2.00
19-20 1.50
21-36 1.75
37 GLa PLe Superboy 8.00
38 GLa PLe D-Superboy 12.00
39-44 GLa PLe 1.75
45 GLa PLe Conspiracy,30th anniv 3.00
46-49 GLa PLe Conspiracy 1.75
50 KGi PLe D Time Trapper 2.50
51-63 1.75
ANNUAL 1 "Who Shot Laurel Kent?" 3.00
ANNUAL 2-3 2.75

4TH SERIES (1989-current)
0 post Zero Hour origin story 1.95
1 KGi TBm/MBm R-Cosmic Boy 2.50
2 KGi TBm/MBm R-Ultra Boy,1-Kono 2.50
3-5 KGi TBm/MBm 2.50
6 KGi TBm/MBm 1:Laurel Gand 2.25
7 KGi TBm/MBm 2.25
8 KGi TBm/MBm O-Legion 2.25
9 KGi TBm/MBm O-L Gand 2.25
10-11 KGi TBm/MBm 2.25
12 KGi TBm/MBm 1 K. Shakespeare 2.25
13-20 KGi TBm/MBm 2.25
21-24 KGi AGd Quiet Darkness,p1 2.25
25 DAb TBm/MBm R-old LOSH 2.25
26 JPn KGi vs BION 2.00
27 JPn KGi BION 2.00
28 JPn KGi O Sun Boy 2.00
29 JPn KGi 1:Monica Sade 2.00
30 JPn KGi Subs 2.00
31 JPn KGi Terra Mosaic,Shvaughn changes gender 1.75
32-37 1.75
38 Death app 5.50
39-49 1.75
50 TBm/MBm two stories,vs B.I.O.N.,double-sized 3.50
51 Slm TMw R.K. Shakespeare 1.75
52 Slm TMw spotlight on T. Wolf 1.75
53 Slm TMw new dir'n,vs Glonth 1.75
54 Slm TMw team goes u'rground, die-cut,foil-stamped cvr 2.95
55 Slm TMw vs Science Police 1.75
56 Slm TMw R:Espionage Squad 1.75
57 Slm TMw vs United Planets Academy,Khund Legionnaires 1.75

58 SIm TMw Weber's World war 1.75
59 SIm TMw Weber's World war conclusion. 1.95
60 End of an Era,p3 ....1.95
61 ZERO HOUR, End of an Era,p6 ....1.95
62 new team members 1.95
63 alien comes to earth for revenge 1.95
64 Live Wire fights to control his powers 1.95
65 breakout on prison planet 1.95
66 search for new members 1.95
67 Leviathan's mission of vengeance 1.95
68 team must capture Tangleweb 1.95
69 sacrifice of a teammate 2.25
70 Brainiac 5 tries to save Andromeda, traitor unmasked 2.25
ANNUAL 1 ....3.50
ANNUAL 2 ....3.50
ANNUAL 3 BPe TBm new Timber Wolf, truth about Lightning Lad 3.50
ANNUAL 4 SIm TBm/MBm Bloodlines,p12,1 Jamm 3.50
ANNUAL 5 Elseworlds tale 3.50
ANNUAL 6 ....3.95

GREAT DARKNESS SAGA (1989)
TPB rep #290-294, Ann #2 ....17.95

LEGION ARCHIVES
1-5 HC reprints. 39.95

LEONARDO
MIRAGE (1986)
1 TMNT character 10.00

LETHAL FOES OF SPIDER-MAN
MARVEL (1993)
1-4 DFi 1.75

LISA COMICS
BONGO COMICS (1995-current)
1 Lisa Simpson in her own series 2.25

LOBO
DC COMICS

MINI-SERIES (1990-1991)
1 SBi AGr 1 Ms. Tnbb 6.00
1A 2nd Pnnt 3.00
2 SBi AGr chainsaws 5.00
3 SBi AGr spelling bee 5.00
4 SBi AGr D.Ms Tnbb 5.00

SERIES (1993-current)
0 two goofballs pursued by Lobo 2.75
1 foil-embossed "zipper" cover 5.00
2 vs Council of Dons 3.00
3 ....3.00
4-7 ....1.75
8-13 ....1.95
14-15 Lobo, P.I., p1-2 ....1.95
16 Lobo, P.I., p3 ....2.25
17 Lobo, P.I., p4 ....2.25
ANNUAL 1 Bloodlines,p1,1'Layla 3.50
ANNUAL 2 Elseworlds stories 3.50

A CONTRACT ON GAWD (1994)
1-2 KDw AGr 1.75
3 KDw AGr 1.75
4 KOw AGr 1.75

BLAZING CHAIN OF LOVE (1992)
1 OCw KGi AGr 1.50

BOUNTY HUNTING FOR FUN AND PROFIT (1995)
1 Lobo instructs fanboy how to be a sucessful bounty-hunter 4.95

CONVENTION SPECIAL (1993)
1 KGi goes to comic book con 1.75

GREATEST HITS
TPB reprints 12.95

INFANTICIDE (1992-1993)
1-4 KGi AGr 1.50

IN THE CHAIR (1994-current)
1 AGr MEm Lobo at the mercy of crazed barbers (bad hair day?) 1.95

LOBOCOP (1994)
1 MEm AGr subject of experiment 1.95

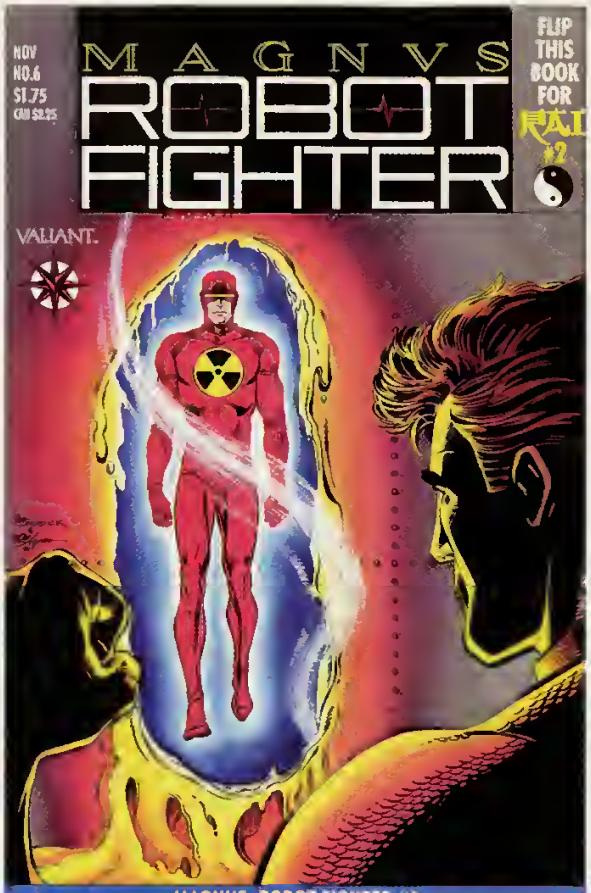
LOBO'S BIG BABE SPRING BREAK SPECIAL (1995)
1 JBi AGr hired to protect beauty contest participants 1.95

LOBO: THE LAST CZARNIAN
TPB reprints mini-series, sketch and pin-up pages 9.95

PARAMILITARY X-MAS SPECIAL (1991)
1 KGi SBi Lobo vs Santa 2.39

PORTRAIT OF A VICTIM (1993)
1 ....1.75

SLIPCASE PACKAGE
set of three books 29.87



MAGNUS: ROBOT FIGHTER #6

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LOBO/DEADMAN: THE BRAVE AND THE BALD
DC COMICS (1994)
MEm AGr 3.00

LOBO'S BACK
DC COMICS (1992)
1 SBi KGi D:Lobo,1 Loo,3 covers 3.00
2-4 ....1.50

LOBO'S BACK'S BACK (1993)
TPB reprints entire mini-series, die-cut cover by GFa 9.95

LOBO: UNAMERICAN GLADIATORS
DC COMICS (1993)
1-4 game on Mondo Carno 1.75

LOGAN'S RUN
MARVEL (1977)
1-5 GPe 1.25
6 MZe Thanos & Drax 10.00
7 GPe 1.25

THE LONE RANGER & TONTO
TOPPS (1994)
1 TTr JLa new adventures for the masked man and Tonto 2.50
2-4 TTr JLa 2.50
TPB collects mini-series 9.95

THE LONG NOT SUMMER
DC COMICS (1995-current)
1 Milestone mini-series, holographic foil-stamped cover 2.95

LONGSHOT
MARVEL (1985-1986)
1 AAd ANo 1 Longshot 12.00
2 AAd ANo 1:Ricochet Rita 9.00
3 AAd ANo 1:Mojo,1:Spiral 9.00
4 AAd ANo Spider-Man 9.00
5 AAd ANo 1:Quark 9.00
6 AAd ANo Mojo,double sz 9.00
TPB reprints #1-6 ....16.95

LOOSE CANNON
DC COMICS (1995-current)
1 APo JLb mini-series 1.75
2 APo JLb accused of murder 1.75

LORD PUMPKIN
MALIBU (1994-current)
0 Sludge villain returns from dead 2.50
0A newsstand edition, variant cvr. 2.50

LOST IN SPACE
INNOVATION (1991-1993)
1 ....3.00
2-5 ....2.50
6-12 ....2.50

PROJECT ROBINSON (1993-1994)
1 Maureen Robinson 2.50
2 Prof. John Robinson 2.50

ARRIVAL
1 Robinsons reach Alpha Centauri, bagged w/card,cardstock cover w/gold foil-stamped logo,poster 4.95
1A regular edition,bagged w/card, silver foil-stamped cover 2.95
2-3 MDu BMm 2.50

LOST UNIVERSE
TEKNO•COMIX (1994-current)
1 new SF series created by Gene Roddenberry, w/cd & game pc's 1.95
2-5 ....1.95
6 mystery of the Old Ones 1.95

LYNCH MOB
CHAOS! COMICS (1994-current)
1 1.Mother Mayhem 2.50
2-4 ....2.50

THE MACHINE
DARK HORSE (1994-current)
1 TNa JAr from the pages of Barb Wire comes the Machine! 2.50
2-4 ....2.50

MACHINE MAN
MARVEL (1978-1981)
1 ....2.50
2-17 ....1.50
18 Alpha Flight. 3.00
19 1:Jack-o-Lantern (later becomes Hobgoblin II) 15.00

MINI-SERIES (1984-1985)
1 HTr BSm TDe 2.00
2 BSm 1:Iron Man 2020 (cameo) 3.00
3 BSm 1:Iron Man 2020 (full) 4.00
4 BSm TDe vs Iron Man 2020 ....2.00

MACHINE MAN 2020 (1994-current)
1 reprints 1984 mini-series 2.00
2 reprints 1984 mini-series 2.00

MADMAN
TUNDRA (1992)
1 MAI 6.50
2 MAI 5.00
2A 2nd printing 3.95
3 MAI 4.50

THE ODDITY ODYSSEY
SC reprints issues #1-3,spot varnish cover,flip act'n corners 9.95

MADMAN ADVENTURES
TUNDRA (1992-1993)
1 MAI 5.00
2 MAI 4.00
3 MAI 3.50

MADMAN ADVENTURES COLLECTION
KITCHEN SINK (1995)
TPB reps.1-3 from Tundra 14.95

MADMAN COMICS
LEGEND/DARK HORSE (1994-current)
1 MAI vs the Ravers 4.50
2 MAI robots in Buzztown 3.25
3 MAI LAI mystery on cruise 2.95
4 MAI vs. Muscleman; killer on ship 2.95
5 MAI The Blast 2.95
6 MAI/FMi clashes with The Big Guy 2.95
7 MAI/FMi The Big Guy 2.95

MAGE
COMICO (1984-1986)
1 MWa 11.00
2 MWa 8.00
3-5 MWa 5.00
6 MWa Color Grendel 18.00
7 MWa 7.00
8-14 MWa 4.00
15 MWa 5.50

MAGIC: THE GATHERING
ACCLAIM/ARMADA

THE SHADOW MAGE (1995-current)
1 VMa JGz mini-series based on the card game 2.50
2 VMa JGz the Hurloon Minotaur 2.50
3 VMa JGz Ravidel's army; includes play-aid counters 2.50

FALLEN EMPIRES (1995-current)
1 mini- series; bgd w/card pack 2.75

ICE AGE (1995-current)
1-2 RKy JGz 2.50
3 RKy JGz 2.50

MAGIK
MARVEL (1983-1984)
1 JBu CCI Illyana in limbo 2.50
2-4 ....2.00

MAGNETO
MARVEL (1993)
0 giveaway,regular edition 5.00

MAGNUS: ROBOT FIGHTER
GOLD KEY (1963-1977)
1 1&O:Magnus 275.00
2 ....140.00
3-4 ....110.00
5-6 ....80.00
7-12 ....60.00
13-21 ....35.00
22 reprints origin 35.00
23-24 ....35.00
25-28 ....30.00
29-46 reprints 10.00

MAGNUS: ROBOT FIGHTER
ACCLAIM/VALIANT (1991-current)
0 PCu JSh trading card, send-away version, O Rogue Robots 60.00
0A available in stores,w/o card 20.00
1 BLa JSh Steel Nation p1 ....25.00
1A coupon cut out 8.00
2 BLa JSh S Nation p2 ....15.00
2A coupon cut out 3.00
3 BLa JSh S Nation p3;1:Tekla 12.00
3A coupon cut out 3.00
4 BLa JSh S.Nation p4,Rai 10.00

JONAH HEX: RIDERS OF THE WORM AND SUCH #3... When it's revealed that the two surviving offspring of a woman and a worm-creature, known as the Autumn Brothers, are the source of trouble, a local cattleman hires Jonah and friends to kill them.

WIZARD PRICE GUIDE

4A coupon cut out ... 3.00
5 BLa JSh flip bk w/RAI #1 ... 15.00
5A coupon cut out ... 3.00
6 BLa JSh flip-bk w/RAI #2 ... 10.00
6A coupon cut out ... 3.00
7 BLa JSh 1:X-O armor ... 8.00
7A coupon cut out ... 3.00
B ... 8.00
8A coupon cut out ... 3.00
9 ECo LHi Xyrkol Trilogy p1 ... 6.00
10 MMo DMi p2,vs Xyrkol ... 6.00
11 MMo JSh p3,pardoned ... 6.00
12 GMa FPe 1:Turok (Valiant version),giant size ... 40.00
13-20 ... 3.00
21 JBk JOs new direction ... 5.00
21A Gold ... 15.00
22 JBk JOs Magnus vs Malevs ... 3.00
23 JBk JOs Magnus vs. Malevs ... 2.25
24 JBk/PGr JOs 1:Rai and the Future Force ... 2.25
25 JBk JOs silver foil cover, new costume ... 2.95
26 JCf JOs Tales of Magnus ... 2.25
27-40 ... 2.25
41-50 ... 2.25
51 Return of the Robots,p1 ... 2.25
52 Return of the Robots,p2 ... 2.25
53 Return of the Robots, p3 ... 2.25
54 Return of the Robots, p4 ... 2.25
YEARBOOK 1 M8o PSm untold early Magnus story ... 3.95
TPB reprints #1-4 ... 9.95
TPB2 reps #5-B, & RAI flip bk #1-4 ... 9.95

MAGNUS ROBOT FIGHTER/NEXUS

VALIANT/DARK HORSE (1993-)
1 SRu M8o Val /D'k Horse x-over ... 3.25
2 SRu M8o fight to free North Am ... 2.95

MAN-BAT

DC COMICS (1975-1976)
1 Batman ... 6.00
2 Batman ... 5.00
SPECIAL 1 vs Batman ... 3.75

MANHUNTER

DC COMICS (1994-current)
0 musician becomes occult hunter ... 1.95
1 searches for Wild Huntsman, Malig 1.95
2-6 ... 1.95
7 White Lotus, Captain Atom ... 2.25
8 Butcher Boys, Necrodyne ... 2.25

MAN OF STEEL

DC COMICS (1986)
1 JByJ By full figure cover, 1&O post-Crisis Superman ... 4.00
1A JByJ By chest shot cover ... 4.00
2 JByJ By 1 new Lois Lane ... 1.75
3 JByJ By Batman ... 1.75
4 JByJ By 1:new Lex Luthor ... 1.75
5 JByJ By 1:new Bizarro ... 1.75
6 JByJ By Kryptonian heritage ... 1.75
TP8 reprints #1-6 ... 12.95
TPBA reprints #1-6,less expensive edition ... 7.50

MAN-THING

MARVEL (1974-1975)
1 ... 15.00
2 ... 8.00
3 Foolkiller ... 9.00
4 Foolkiller ... 5.00
5-22 ... 3.00
GIANT SIZE 1 ... 5.00
GIANT SIZE 2-3 ... 3.00
GIANT SIZE 4-5 Howard the Duck ... 5.00

2ND SERIES (1979-1981)
1 Regeneration And Rebirth ... 4.00
2-11 ... 2.00

MANTRA #11
© Malibu

MANTRA

MALIBU (1993-current)
1 TDo MWb 1 Lukasz & Warstrike, bagged ed ,w/Ultraverse card ... 4.50
1A unbagged edition,w/o card ... 1.95
1B hologram edition ... 20.00
1C Ultra-limited/foil edition ... 10.00
1D gold hologram edition ... 25.00
2 TDo MWb Lukasz vs Warstrike ... 3.00
3 TDo MWb vs KismetDeadly ... 2.50
4 TDo MWb Mantra's wedding, Rune story,w/coup for Rune #0 ... 2.50
5-9 ... 1.95
10 TDo MWb Archimage Quest,p1, w/Ultraverse Premiere #2 ... 3.50
11-17 ... 1.95
1B Mantra's pregnant ... 2.50
19 pregnancy predicament ... 2.50
20 enters cloak dimens'n to save Evie 2.50
21 rampage ... 2.50
GIANT SIZE 1 KRe MWb ... 2.50
ASHCAN 1 ... 6.00

MANTRA: SPEAR OF DESTINY

MALIBU (1995)
1 quest for fabled spear ... 2.50
2 conclusion of mini-series ... 2.50

MARK 5

IMAGE (1995-current)
1 man gains powers from talisman ... 2.50
2 learns about powers ... 2.50
3 meets two mysterious figures ... 2.50
4 secrets revealed ... 2.50

MARS ATTACKS

TOPPS (1994)
1 CAd KGi Martians invade,story based on 1950's card set ... 2.95
2-5 CAd KGi ... 2.95
TPB reprints #1-5, plus new story ... 12.95

MARTHA WASNINGTON GOES TO WAR

LEGEND/DARK HORSE (1994)
1 DGb FMi vs Fatboy Burger Corp ... 4.50
2 DGb FMi ... 4.00
3-5 DGb FMi ... 3.50

MARVEL ACTION HOUR

MARVEL (1994-current)

FANTASTIC FOUR
1 based on new animated series, bg'd w/insert and acetate print ... 2.95
1A unbagged, no insert & print ... 1.50
2-7 based on animated series ... 1.50
8 based on animated series ... 1.50

IRON MAN
1 based on new animated series; bg'd w/insert and acetate print ... 2.95
1A unbagged, no insert & print ... 1.50
2-7 based on animated series ... 1.50
8 based on animated series ... 1.50

MARVEL ADVENTURE

MARVEL (1975-1976)
1-6 reprints Daredevil books ... 1.00

MARVEL & DC PRESENT

MARVEL/DC COMICS (1982)
1 WSi CCl X-Men & Teen Titans vs Dark Phoenix & Darkseid ... 17.00

MARVEL CHILLERS

MARVEL (1975-1976)
1 1:Modred the Mystic ... 4.00
2 2nd Modred ... 4.00
3 O:Tigra ... 2.00
4-7 ... 1.50

MARVEL COLLECTORS' ITEM CLASSICS

MARVEL (1965-1969)
1 ... 50.00
2 ... 30.00
3-6 ... 25.00
7-12 ... 15.00
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22 final issue ... 12.00
becomes *Marvel's Greatest Comics*

MARVEL COMICS PRESENTS

MARVEL (1988-current)
1 Wolverine,S.Surfer, Shang-Chi, Man-Thing ... 11.00
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5-10 ... 4.00
11-16 ... 2.75
17-24 ... 2.00
25 1:Nth Man,Ursa Major ... 2.00
26-37 ... 2.00
38 Wolverine,Hulk ... 4.50
39-47 ... 2.50
48-50 Wolverine/Spider-Man ... 6.00
51-53 RLd RLd Wolverine ... 5.00
54-62 Wolverine,Hulk ... 8.00
63 Wolverine ... 2.00
64-71 Wolverine,Ghost Rider ... 4.00
72 BSm BSm O:Wolverine B: Weapon X ... 8.00
73 BSm BSm O:Wolverine, Weapon X, pt 2 ... 5.00
74-84 BSm BSm O:Wolverine, Weapon X ... 5.00
85 Wolverine,1-Cyber,Beast ... 10.00
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100 ... 3.00
101-149 ... 1.50
150 Anniversary issue ... 1.50
151-175 ... 1.75

MARVEL FANFARE #30
© Marvel

MARVEL FANFARE

MARVEL (1982-1992)
1 MGo CCl Spider-Man/Angel ... 7.00
2 PSm CCl Spider-Man/Ka-Zar ... 8.00
3-4 X-Men ... 6.00
5-60 ... 2.50

MARVEL FEATURE

MARVEL (1971-1973)
1 1&O Defenders ... 70.00
2 Defenders ... 37.00
3 Defenders ... 37.00
4 B&O New Antman ... 15.00
5-10 ... 9.00
11 Thing battles Hulk ... 9.00
12 Thanos ... 9.00

2ND SERIES (1975-1976)
1 B:Red Sonja ... 4.00
2-6 ... 2.00
7 Conan ... 2.00

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All prices are for first printings.
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4 1&O:New Mutants ... 18.00
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12 Dazzler ... 10.00
13 Starstuck ... 7.00
14 Swords of the Swashbucklers ... 7.00
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16 Aladdin Effect ... 6.00
17 Revenge of the Living Monolith ... 8.00
18 She-Hulk ... 9.00
19 Conan ... 6.00
20 Vampire ... 6.00
21 She-Wolf ... 6.00
22 Spider-Man ... 11.00
23 Dr. Strange ... 6.00
24 Alien Legion ... 9.00
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29 Thing vs Hulk ... 6.00
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2 Fantastic Four #1-10 ... 34.95
3 X-Men #1-20 ... 34.95
4 Avengers #1-10 ... 34.95
5 Spider-Man #11-20 ... 34.95
6 Fantastic Four #11-20 ... 34.95
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12 X-Men #101-110 ... 34.95
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X-Men All-New, All-Diff MW's SC ... 12.95

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MARVEL (1972-1981)
1 Him now called Adam Warlock ... 50.00
2 Warlock ... 27.00
3 8:Dr Strange ... 30.00
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5-7 ... 9.00
8 JSt ... 9.00
9 ... 9.00
10 ... 12.00
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15 1:Iron Fist ... 55.00
16 O:Iron Fist cont'd ... 25.00
17-24 Iron Fist ... 13.00
25 JByJ Iron Fist ... 20.00
26-27 ... 6.00
28 Leg'n of M'sters (w/G Rider) ... 15.00
29-49 ... 4.00
50 Alice Cooper ... 10.00
51-61 ... 3.00

MARVEL PRESENTS

MARVEL (1975-1977)
1 1st Bloodstone ... 7.00
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3 8:Guardians of the Galaxy ... 18.00
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MARVELS

MARVEL (1993-1994)
0 ARo KBu companion to series ... 4.50
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HC reps #1-4 w/unpublished art . .34 95
TPB reps #1-4 w/special features . .19 95

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MARVEL (1971-1977)
1 Redwolf 32 00
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3-4 Werewolf 16 00
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6-8 Ghost Rider 35.00
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13-21 Son of Satan 7 00
22 S. of Satan,Ghost Rider .....B 00
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28-29 Moon Knight 11.00
30-31 .....5 00
32 1:Spider-Woman 8.00
33 Deathlok 6.00

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MARVEL (1966)
1 Marvel one-shot 6B 00
2ND SERIES (1967-1982)
Previously Fantasy Masterpieces
12 1:Captain Marvel. 100.00
13 Captain Marvel 55.00
14 Spider-Man (not a reprint) B5 00
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17 HPu RTh Black Knight III, O:Black Knight I & Camelot 14 00
18 1:Guardians of the Galaxy 60.00
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20 1st solo Dr. Doom story 20 00
21-31 ..... 7 00
32-105 reprints 2 00
3RD SERIES (1990-current)
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2-8 ..... 2.95
9-12 ..... 2.50
13-14 ..... 2.75
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MARVEL SUPER HEROES MEGAZINE

MARVEL (1994-current)
1 reprints 4 classic stories 2.95
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MARVEL TALES

MARVEL (1964-1995)
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3 rep. 1.Human Torch 40.00
4-5 .....20 00
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107-136 .....2.00
137 reps. Amazing Fantasy #15 .....7.00
13B reps. Amaz. Spider-Man #1 . .....6.00
139-151 .....3 00
152 .....5 00
153-208 .....2 00
209 reps. 1:Punisher 5 00
210-214 .....4 00
215-221 .....3.00
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240-246 .....1.25
247-257 .....1.00
258-276 .....1.00
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285 reps. Amaz'g #277 .....1.50
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291 .....1.50

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MARVEL (1972-1985)
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3 RAn GCy Human Torch,Morbius FF cameo. 45 00
4 GKa GCy X-Men,Morbius 45 00
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6 GKa GCy Thing,Puppet Master, Mad Thinker 12 00
7 RAn GCy Thor,1 Kryllk 12.00
8 JMo GCy The Cat,1 Man-Killer ...12 00
9 RAn GCy Iron Man,Kang 12 00
10 JMo GCy Human Torch,Kang 12 00
11 JMo LWe Inhumans,Kang 9.00
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19 GKa LWe Ka-Zar,1 Stegron 8 00
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22 SBu LWe Hawkeye,Quasimodo ..6.00
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27 JMo LWe Hulk,Chameleon 6 00
28 JMo GCy Hercules,1 City Stealers 6 00
29 JMo GCy Human Torch,Iron Man, 1.Infinitus 6.00
30-45 .....5 00
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50 SBu BMa Dr Strange,Iron Man, O Wraith 5 00
51 SBu BMa Iron Man,Wraith 5 00
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56 SBu BMa Daredevil,Electro 4.50
57 SBu CCl Black Widow, Silver Samurai,Viper II 4.50
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71 DWe BKu Falcon,Captain America,Plantman,AIM 3.50
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75 JBy CCl Luke Cage,1 Rat Pack 3 50
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80 MVo CCl Dr. Strange,Satana 3 50
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103 JBi DMi Ant- Man,Taskmaster . 2.75
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105 CIn MWb Hulk, Power Man & Iron Fist,no Spider-Man 2.75
106 HTr TDe Captain America, Scorpion 2.75
107 HTr TDe/JSh She-Hulk 2.75
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109 HTr DKr Dazzler,Thermo, Paladin cameo 2.75
110 HTr DMi 1-Magma,Iron Man 2.75
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119-137 .....2.50
138 GLa TDe Enforcers,Sandman becomes a hero. 2.50
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147-149 .....2.50
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ANNUAL 1 SBu CCl X-Men 15 00
ANNUAL 2 SBu CCl Hulk 4 00
ANNUAL 3 HTr RSt Hulk, Power Man & Iron Fist 3 00
ANNUAL 4 HTr FMi Moon Knight, DD,Power Man & Iron Fist 3.00
ANNUAL 5 MGn MGn Thing,Dr Strange,Quasar,Scarlet Wtch ...2.00
ANNUAL 6 RFr BMa Cloak & Dagger, New Mutants 3.00
ANNUAL 7 PNe LSi Collector, Alpha Flight 2 00

MARVEL TREASURY EDITION

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ANNUAL 3 SBu MWo Nova 3.00
ANNUAL 4 JCr DMi Black Bolt 3.00
ANNUAL 5 AKp AKp Hulk,Stranger 2 50
ANNUAL 6 1 American Eagle 2 50
ANNUAL 7 RWi TDe Champion 2 50

MARY SHELLEY'S FRANKENSTEIN

TOPPS (1994-1995)
1-4 RKy RTh adaptation of film; each comes bg'd with a card 2 95
1A-4A reg editions, no bags or cards, alternate covers 2 50
TPB collects entire series 9 95

THE MASK

DARK HORSE (1991)
0 (12/91) 5 50
1 (8/91) 10 00
2-3 .....8 00
4 (10/91) 6 00
TPB reps #1-4, w/unpublished pgs 14 95
2ND SERIES (1995-current)
1 DMn JAr new series for Mask 2 50
2 DMn JAr Walter's out for blood 2 50
3 DMn JAr Walter clashes w/Mask 2 50
4 DMn JAr t Mask-O-Vision! 2.50

LOBO #16... The mob puts Lobo in a barrel of cement, drops him in the river and thinks that's the end of him. He's a little upset, and is looking to place his footwear in their dernères.

WIZARD PRICE GUIDE

THE MASK RETURNS (1992-1993)
1 ... 3.50
2 ... 2.75
3-4 ... 2.50
SC reprints original Mask issues, new mater'l,unpublished pgs. .14.95

TNE MASK LIMITED-EDITION COLLECTION
OARK HORSE (1995)
2- volume set collecting original MASK mini-series, & THE MASK RETURNS; comes signed & numbered ... 99.95

TNE MASK: TNE MOVIE
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MARVEL (1974-1983)
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IMAGE (1993-current)
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TPB repnnts early issues ... 12.95

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DARK HORSE (1989)
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3 Mask ... 12.00
4 Mask ... 10.00

MECHA
DARK HORSE (1995)
1-shot Golden City hero battles new foe while visiting home ... 2.95

MEGALITH
CONTINUITY
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GIVEAWAY
0 silver edition ... 10.00
0A red edition ... 15.00
2ND SERIES (1993-1994)
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4-8 ... 2.50
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12 JSh guest stars Earth 4 ... 2.50
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MEGATON PUBLISHING (1983-1987)
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6-7 ... 3.00
8 Youngblood preview ... 20.00

MEGATON EXPLOSION
MEGATON PUBLISHING (1987)
1 ... 30.00

MELTDOWN
MARVEL (1989)
1 JMu KWi painted covers, Havok & Wolverine story ... 7.00
2 JMu KWi 1 Meltdown ... 6.00
3 JMu KWi Havok vs Wolvie ... 6.00
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KITCHEN SINK (1993-1994)
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MEPNISTO VS.
MARVEL (1987)
1-4 JBu AMi ... 2.50

METAL MEN #3 (MINI-SERIES)
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DC COMICS (1963-1978)
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7-12 ... 45.00
13-20 ... 33.00
21 Batman ... 20.00
22-26 ... 20.00
27 Origin retold Metal Men. ... 40.00
28-30 ... 20.00
31-41 (1970) ... 15.00
42-44 (1973) ... 7.00
45-56 (1976) ... 4.00
MINI-SERIES (1993-1994)
1 DJu MCr multi-colored foil cvr ... 3.75
2 DJu MCr true origin of Metal Men revealed. ... 1.25
3-4 DJu MCr vs Missile Men ... 1.25

METAPNYSIQUE
MALIBU (1995-current)
1 N8r mini-series about enigmatic superhero ... 2.95
2 N8r Mandelbrot malfunctions ... 2.95
ASHCAN info on new hero ... 0.99

METROPOLIS S.C.U.
DC COMICS (1994)
1-4 ... 1.50

MICNAELANGELO
MIRAGE (1986)
1 TMNT character ... 10.00

MIDNIGHT SONS UNLIMITED
MARVEL (1993-current)
1-9 ... 3.95
ASHCAN ... 0.75

MIGNTY MAGNOR
MALIBU (1993-current)
1 Direct ... 3.95
1A Newsstand ... 1.95
2-4 ... 1.95
5 invasion on Earth ... 1.95
6 vs Trepid's forces ... 1.95

MIGNTY MORPNIN' POWER RANGERS
HAMILTON COMICS (1994-1995)
1-6 based on TV show ... 1.95
TPB reprints #1-6 ... 9.95
2ND SERIES (1995-current)
1 based on TV show ... 1.95

MIKE DANGER
TEKNO•COMIX (1995-current)
1 EBa MCo limited series about hard-boiled P.I. created by M. Spillane ..1.95

MILLENNIUM
DC COMICS (1988)
1-8 JSo SEn ... 1.75

MIRACLEMAN
ECLIPSE (1985-1988)
1 ... 2.00
2-12 ... 2.00
13-15 ... 2.00
16-28 ... 1.75
3-D SPECIAL 1 ... 3.00
THE APOCRYPHA (1991-1992)
1-3 ... 2.50
MIRACLEMAN TRIUMPHANT (1994-current)
1 MOe FBu in London ... 2.95

MISTER MIRACLE
DC COMICS (1971-1978)
1 Jack Kirby art ... 30.00
2 JKi ... 18.00
3 JKi ... 10.00
4-8 JKi double sz ... 10.00
9-10 JKi ... 9.00
11-17 JKi ... 6.00
18 JKi M.Scott Free & Big Barda ... 6.00
19-25 JKi ... 4.00
SPECIAL 1 JKi ... 2.00
2ND SERIES (1989-1991)
1 ... 1.50
2-8 ... 1.25
9 1.Maxi-Man ... 1.25
10-12 ... 1.25
13-14 ... 1.25
15-21 ... 1.25
22 1 New Mr Miracle ... 1.25
23-28 ... 1.25

MOBFIRE
DC COMICS (1994-1995)
1 WPI GUs supernatural gangster mini-series set in London ... 2.50
2-6 WPI GUs ... 2.50

MONSTER OF FRANKENSTEIN
MARVEL (1973-1975)
1 ... 18.00
2-7 ... 9.00
8-9 Dracula ... 10.00
10-12 ... 7.00
13-18 ... 4.00

MONSTERS ON TNE PROWL
MARVEL (1971-1974)
previously Chamber of Darkness
9 ... 5.00
10-15 ... 3.00
16 4th app. Kull ... 5.00
17-20 ... 3.00
21-30 ... 2.00

MOON KNIGNT
MARVEL (1980-1984)
1 BSi DMo ... 7.00
2-7 8Si DMo ... 3.00
8 8Si DMo ... 3.00
9-11 8Si DMo ... 3.00
12-14 8Si DMo ... 3.00
15 BSi DMo 1st direct sale issue ... 4.00
16-20 8Si DMo ... 2.00
21 8Si DMo ... 2.00
22-34 BSi DMo ... 2.00
35 BSi DMo X-Men ... 4.00
36-38 BSi DMo ... 2.00

MOON KNIGHT #1 (1ST SERIES)
© Marvel

2ND SERIES (1985)
1 CWa AZe ... 2.00
2-6 CWa AZe ... 1.75
3RD SERIES (1989-1994)
1 SVe CDi Bushman ... 5.00
2 SVe CDi Spider-Man ... 3.00
3-7 ... 2.25
8-9 CDi Punisher ... 2.25
10-15 ... 2.00
16-18 Trial of Marc Spector ... 2.00
19 Spider-Man,Punisher ... 4.00
20 Spider-Man,Punisher ... 3.00
21 Spider-Man,Punisher ... 3.00
22 Chainsaw ... 2.00
23-24 ... 2.00
25 Ghost Rider ... 2.00
26-34 ... 2.00
35 RGa TKa Punisher ... 1.75
36-37 RGa TKa p2-3,Punisher. ... 1.75
38 RGa TKa p4,Punisher ... 1.75
39 GKw TKa new costume ... 1.75
40-49 ... 1.75
50 ... 3.50
51 Gambit ... 1.75
52-54 ... 1.75
55 SPt vs Sunstreak ... 16.00
56 SPt vs Seth the Immortal ... 11.50
57 SPt Infinity Crusade epilogue ... 9.00
58 ... 4.00
59 O Bloodline ... 3.50
60 SPt final issue,D Moon Knight ... 6.00
SPECIAL 1 ... 2.50
DIVIDED WE FALL (1992)
1 DCw BJo Bushman ... 4.95

MOONSNADOW
MARVEL (1983-1984)
1 JMu O: Moonshadow ... 10.00
2 ... 5.00
3-6 ... 4.00
7-12 ... 3.00

MOONSNADOW
DC COMICS (1994-current)
1 JMu JDm reprnnts adult comic about wanderings of young boy. ... 2.25
2-10 ... 2.25
11 JMu JDm Ira's life story ... 2.25

MORBIUS
MARVEL (1992-current)
1 RWa LKa ... 4.00
2-5 RWa LKa ... 3.00
6-10 RWa LKa ... 1.75
11 RWa Nightstalkers ... 1.75
12 RWa ... 1.75
13-20 ... 1.75
21-24 ... 1.95
25 dbl size, Morbius falls in love ... 2.50
26-32 ... 1.95

MORTAL KOMBAT
MALIBU (1994)
0 special stones based on game ... 2.95
1 based on video game ... 2.95
1A gold foil cover ... 14.95
18 special edition, new pgs,features .2.95
2-6 ... 2.95
TOURNAMENT EDITION BATTLE FINALE (1994)
1 dbl-sz conclusion to "Blood & Thunder" storyline ... 3.95

MORTAL KOMBAT: BATTLEWAVE
MALIBU (1995-current)
1-3 Kombat free-for-all ... 2.95

4 ..... 2.95

MORTAL KOMBAT: GORO PRINCE OF PAIN
MALIBU (1994)
1-3 the big guy with the four arms gets his own mini-series.. ..... 2.95

MORTAL KOMBAT: RAYDEN/KANO
MALIBU (1995-current)
1 team up between Kombat titans; foil-stamped cover 4.95
1A regular cover 2.95
2 battle on Outworld; Reptile 2.95
3 final issue 2.95

MORTAL KOMBAT: U.S. SPECIAL FORCES
MALIBU (1995)
1 the U.S team in own mini-series ... 3.50
2 final issue 2.95

MR. HERO- THE NEWMATIC MAN
TEKNO•COMIX (1994-current)
1 TSl JVn adventures of robotic hero, created by Neil Gaiman 3.00
2-6 TSl JVn 1.95
7 TSl JVn Deadbolt & Bloodbolt 1.95

MR. PUNCH
DC COMICS (1994)
HC DMk NGa nightmarish tale about childhood fear and pain 24.95

MS. MARVEL
MARVEL (1977-1979)
1 JBu GCy 1 Ms Marvel 5.00
2 JBu GCy O.Ms. Marvel, 1:Destructor 4.00
3-8 ..... 3.00
9 KPo CCl 1:Deathbird 5.00
10-12 ..... 3.00
13-15 ..... 2.00
16 JMo CCl cameo Mystique 11.00
17 cameo Mystique 4.50
18 1st full Mystique 12.00
19-23 ..... 2.00

MS. MYSTIC
PACIFIC (1982-1984)
1 O.Ms Mystic 6.00
2 1.Urth 4 ..... 4.00
CONTINUITY
1ST SERIES
1 reprints Pacific series #1 ..... 4.00
2 reprints Pacific series #2 ..... 3.25
3 ..... 2.75
4-9 ..... 2.50
2ND SERIES
1-3 ..... 2.50
3RD SERIES (1993)
1 ..... 2.50
2-9 ..... 2.50

MULLKON EMPIRE
TEKNO•COMIX (1995-current)
1 JWk KWr space intrigue 1.95

MY GREATEST ADVENTURE
DC COMICS (1955-1964)
1 ..... 800.00
2 ..... 365.00
3-6 ..... 255.00
7-12 ..... 170.00
13-15 ..... 125.00
16-18 Kirby art 145.00
19 ..... 100.00
20-21 Kirby art 130.00
22-24 ..... 100.00
25-27 ..... 75.00
28 Kirby art 130.00
29-40 ..... 70.00
41-61 ..... 40.00
62 1st 12¢ issue 35.00
63-79 ..... 20.00
80 BPr ADr 1:Doom Patrol, 1:General Immortus 325.00
81-85 ..... 100.00
becomes *Doom Patrol*

MY NAME IS HOLOCAUST
DC COMICS (1995-current)
1 mini-series for BLOOD SYNDICATE character 2.50
2 Bad Betty, John Tower 2.50

3 Blood Syndicate guest stars 2.50

MYSTERY IN SPACE
DC COMICS (1951-1981)
1 Frazetta art 1,800.00
2 ..... 700.00
3-6 ..... 550.00
7-12 ..... 400.00
13-18 ..... 225.00
19 Art. Virgil Finlay 270.00
20-24 ..... 210.00
25 1st Code Approved issue 175.00
26-30 ..... 170.00
31-52 ..... 145.00
53 B Adam Strange 1000.00
54 ..... 325.00
55 Grey tone cover 210.00
56-60 ..... 125.00
61-71 ..... 90.00
72 1st 12-cent issue 75.00
73-74 ..... 65.00
75 Justice League x-over 190.00
76-80 ..... 65.00
81-86 ..... 45.00
87 Hawkman 175.00
88-89 Hawkman 120.00
90 Hawkman (pre-H'kman #1) 120.00
91 ..... 20.00
92-103 Space Ranger 25.00
104-110 (1966) 10.00
111-117 (1980 series) 3.00

NAMOR #57

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NAMOR
MARVEL (1990-current)
1 JBy JBy Sub-Manner 5.00
2 JBy JBy Griffin 4.00
3-6 JBy JBy 2.50
7-22 JBy JBy 1.75
23 JBy JBy Wolverine,R.Iron Fist 2.50
24 JBy JBy Iron Fist,Dr Strange, Wolverine 2.50
25 JBy JBy O.Iron Fist,Wolvenne 2.50
26 JAl JBy 1:Jae Lee Namor 10.00
27 JAl JBy vs Namonta 7.00
28 JAl JBy Iron Fist 6.00
29 JAl JBy Namonta 5.00
30 ..... 4.00
31 Dr. Doom 4.00
32-49 ..... 1.25
50 affair w/Susan Richards, silver/transparent cvr,dbl sz 2.95
50A regular cvr edition 1.75
51-52 GIs GHd 1.50
53-57 GIs GHd Llyron, Namor's son 1.50
58-59 GIs GHd battles Abomination 1.50
60 GIs GHd beset by foes 1.50
61 GIs GHd 1.50
62 GIs GHd Atlantis Rising prelude 1.50
ANNUAL 1 ..... 2.00
ANNUAL 2 JFr RMz Return of the Defenders p2 ..... 2.25
ANNUAL 3 RMz 1:Assassin, Iron Fist,bagged w/card 2.95
ANNUAL 4 MDa KBl Hydra plot 2.95

NECROMANTRA/LORD PUMPKIN
MALIBU (1995-current)
1 flip-book mini-series, also featuring Marvel's Loki 2.95
2 flip-b'k; Necromantra declares war 2.95

NEGATIVE BURN
CALIBER PRESS (1993-current)
1 ..... 4.00

NEW MUTANTS #18

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2 ..... 3.00
3 Bone preview 3.00
4-12 ..... 2.95
13 ..... 3.95
14-22 ..... 2.95
23 ..... 2.95
NEGATIVE BURN: BEST OF YEAR ONE (1995)
TPB reprints 9.95

NEW GODS
DC COMICS (1971-1978)
1 Jack Kirby art 35.00
2 JKi 18.00
3 JKi 15.00
4-6 JKi giant sz 15.00
7-9 JKi giant sz 10.00
10-11 JKi 8.00
12-19 JKi 4.00

NEWMEN
IMAGE (1994-current)
1 ESp JMs 1:Newmen, vs Elemental 1.95
2 ESp JMs 1.95
3 ESp JMs 1.95
4 ESp JMs guest starring Ripclaw 1.95
5-13 ..... 2.50
14 Man Who Sold the World 2.50

NEW MUTANTS
MARVEL (1983-1991)
1 BMc CCl O.Karma 10.00
2 BMc CCl 6.00
3 BMc CCl 1:Demon Bear 4.50
4 SBu CCl child abuse story 4.50
5-10 SBu CCl 4.50
11 SBu CCl Selene defeated 4.00
12 SBu CCl J:Magma 4.00
13 SBu CCl 1:Douglas Ramsey, Kitty Pryde 4.00
14 SBu CCl X-Men 4.00
15 SBu CCl W. Queen,K. Pryde 4.00
16 SBu CCl 1:Thunderbird II 6.00
17 SBu CCl vs Hellions,S. Shaw 4.00
18 BSi CCl 1 new Warlock 12.00
19 BSi CCl Demon Bear p2 ..... 4.00
20 BSi CCl D.Demon Bear 4.00
21 BSi CCl O&J Warlock, dbl sz 12.00
22 BSi CCl X-Men 3.50
23 BSi CCl Magneto 3.50
24 BSi CCl O:C& D,Magneto 3.50
25 BSi CCl 1:D Haller cameo (Legion) 10.00
26 BSi CCl D. Haller shows powers 15.00
27 BSi CCl 1 Haller as Legion 12.00
28 BSi CCl O.Legion 10.00
29 BSi CCl 1:Guido(Strong Guy) 3.50
30 BSi CCl R.Karma 3.50
31 BSi CCl vs Karma,Shadowcat 3.50
32-43 ..... 3.00
44 JGu CCl vs Legion 8.50
45-49 ..... 3.00
50 JGu CCl R.Professor X 3.50
51-59 ..... 3.00
60-72 BBl LSi 2.00
73 Inf. Magik loses powers,dbl sz 2.50
74 1.X-Terminators 2.50
75 JBy vs Magneto,Black King 4.00
76 J.X-Terminators 2.00
77 vs Mirage 2.00
78 vs Freedom Force 2.00
79 vs Hela 2.00
80-83 Asgard 2.00
84 Queen Ula 2.00
85 Liefeld cvr,vs Mirage 5.50
86 RLd LSi Acts of Vengeance,1:Stryfe (cameo),Cable promo 12.00
87 RLd LSi 1.Cable,1:MLF, 1:Stryfe(full),Freedom Force 35.00
87A 2nd print 1.00
88 RLd LSi Cable vs Freedom Force 15.00
89 RLd LSi J:Cable,Frdm Force 10.00
90 RLd LSi new costumes 10.00
91 RLd LSi 10.00
92 BHl DZi vs Skrulls,fill-in story 5.00
93 RLd LSi Wolv,Sunfire,1:Sumo, 1:Dragoness,1:Kamikaze 10.00
94 RLd LSi Wolvenne vs Cable 10.00
95 RLd LSi D Warlock 10.00
95A 2nd Printing 4.00
96 RLd LSi X-Factor,X-Men 10.00
97 GYa LSi X-Factor,X-Men 10.00
98 RLd FNi 1.Vanessa(as Domino), 1:Deadpool,1:Gideon 11.50
99 RLd FNi Q Sunspot,1:Feral, 1:Shatterstar,J:Warpath 9.00
100 RLd FNi double size, I:X-Force,IR Stryfe 10.00

© Baron & Rude

NEXUS: THE WAGES OF SIN #1... Baron and Rude are apparently setting out to show how the lecherous media should be held accountable for its actions, where such actions disregard the victims of crime and cause further injury. That's only a guess.

WIZARD PRICE GUIDE

100A 2nd Pnnting,Gold 4.25
100B 3rd Pnnting,Silver 1.50
PF reps Marvel Graphic Novel #4 ....5.95
ANNUAL 1 1: Lila Cheney....6.50
ANNUAL 2 1 Psylocke,1 Meggan....4.00
ANNUAL 3 Impossible Man 4.00
ANNUAL 4 Evolutionary Wars....5.00
ANNUAL 5 Atlantis Attacks 15.00
ANNUAL 6 Days of Future Pres....5.50
ANNUAL 7 early X-Force story 4.00

DEMON BEAR SAGA (1990)

TPB Reprints 8.95

NEW TEEN TITANS

DC COMICS (1980-1984)

1 GPe MWo 1&O.Cyborg, 1&O.Starfire II,1:Grant Wilson 15.00
2 GPe MWo 1 Deathstroke, 1 Wintergreen,1:Grant Wilson as Ravager,D.Ravager,1 Trigon 20.00
3 GPe MWo 1&O Psimon, O:Raven,O Starfire 6.00
4 GPe MWo JLA,O:Trigon 8.00
5 CSw MWo JLA,vs Goronn 6.00
6 GPe MWo vs Trigon 4.50
7 GPe MWo O:Cyborg,vs Fearsome Five,Titans Tower blueprints 4.50
8 GPe MWo 1:Terry Long 4.50
9 GPe MWo vs Puppeteer....4.50
10 GPe MWo IR:Deathstroke, O:Changeling....10.00
11-21 ....2.00
22-28 GPe MWo 2.00
29 GPe MWo Brother Blood 1.25
30 GPe MWo J:Terra....1.25
31 GPe MWo Raven insane 1.25
32 GPe MWo O:Kid Flash 1.25
33 GPe MWo D.Trident 1.25
34 GPe MWo Deathstroke 6.00
35 KPo MWo Sarah Simms 1.25
36 KPo MWo H I V E. 1.25
37 GPe MWo Batman 1.25
38 GPe MWo O Wonder Girl 1.25
39 GPe MWo Q Kid Flash, last Dick Grayson Robin 6.00
40 GPe MWo Brother Blood 1.25
ANNUAL 1 GPe MWo Omega Men ...3.75
ANNUAL 2 GPe MWo 1:Adrian Chase as Vigilante II ....3.50 becomes *Tales of the Teen Titans*

DRUG AWARENESS GIVEAWAY (1983)

1 GPe MWo 1 Protector, from the Keebler Co 2.00
2 RAn MWo Protector, from American Soft Drinks. 1.50
3 AGn MWo Protector, from IBM corporation 1.50

2ND SERIES (1984-1988)

1 GPe MWo Raven posessed. 5.00
2-9 ....3.00
10-49 ....2.00
ANNUAL 1 EHa MWo 1 The Vanguard 2.50
ANNUAL 2 O:B. Blood 2.50
ANNUAL 3 I: Danny Chase 2.50
ANNUAL 4 ....2.50 Becomes *New Titans*

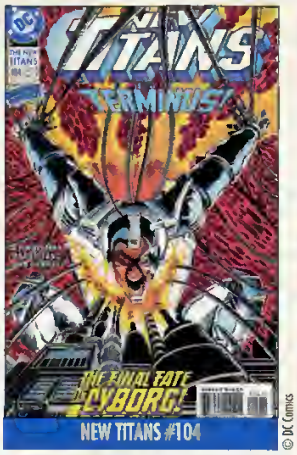
THE JUDAS CONTRACT (1988)

TPB 14.95

THE NEW TICK

NEW ENGLAND COMICS

1 by various artists,writers 3.25



NEW TITANS #104

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NEW TITANS

DC COMICS (1988-current)

previously *New Teen Titans* (2nd)

0 MWo JJn Zero Hour aftermath,new team created 1.95
50 GPe MWo Wonder Girl's story 3.00
51-54 GPe MWo W Girl's story 2.25
55 GPe MWo WG becomes Troia 2.25
56-59 GPe MWo 2.25
60 TGr MWo Lonely Place of Dying 5.00
61 TGr MWo Lonely Place of Dying 5.00
62-65 TGr MWo Deathstroke 2.25
66-69 TGr MWo 2.25
70 TGr MWo Deathstroke 2.25
71 TGr MWo Titans Hunt 5.00
72-75 TGr MWo Titans Hunt 4.00
76 TGr MWo D.Titans Tower....3.00
77-84 ....2.25
85 TGr MWo O:Phantasm 2.00
86 TGr MWo 2.00
87 LSi MWo 2.00
88 TGr MWo vs Team Titans 1.75
89 J&r MWo 1.75
90 TGr MWo Total Chaos,p2....1.75
91 TGr MWo Total Chaos,p5....1.75
92 TGr MWo Total Chaos,p8 1.75
93 Titans Sell-Out....1.75
94-96 Red Star,Cyborg 1.75
97-99 The Darkening,p1-3 ....1.75
100 p4, dbl sz, holograp'c foil cvr 3.50
101-111 ....1.75
112-121 ....1.95
122 Supergirl joins team....2.25
123 O: Minion 2.25
ANNUAL 5-6 ....3.75
ANNUAL 7 Arm 2001 ....4.00
ANNUAL 8 Eclipso 3.75
ANNUAL 9 MDa Bloodlines,p5, 1:Anima 3.50
ANNUAL 10 SCI MWo Elseworlds 3.50
ANNUAL 11 info on team members 3.95

NEW WARRIORS

MARVEL (1990-current)

1 MBa FNi Avengers....10.00
1A 2nd print 3.50
2 MBa FNi Midnights Fire 8.00
3 MBa FNi Mad Thinker 5.00
4-5 ....5.00
6 MBa FNi Inhumans 5.00
7 MBa FNi Punisher cameo. 5.00
8 MBa FNi Punisher 5.00
9 MBa FNi Punisher 5.00
10 MBa FNi White Queen 5.00
11 MBa FNi Wolvenne. 5.00
12 MBa FNi Juggernaut 5.00
13 MBa FNi Juggernaut 4.00
14 MBa FNi Sea Urchin 3.00
15 MBa FNi vs Psionex 3.00
16 MBa FNi Terrax 3.00
17 MBa FNi FF, Silver Surfer 3.00
18 MBa FNi Chord 3.00
19-24 MBa FNi 2.00
25 MBa FNi D:Tai....2.00
26-39 ....1.25
40 DRb FNi Direct Market edition, gold foil-enhanced cover 2.25
40A Newsstand ed ,regular cvr 1.25
41-46 ....1.25
47 DRb FNi Time & Time Again,p1 ....1.50
48 FNi Time,p4,van's adventures. 1.50
49 FNi Time,p7,discoveries 1.50
50 Time,p8, glow-in-the-dark cvr 2.95
50A regular cvr 2.00
51 new roster for team 1.50

NICK FURY, AGENT OF SHIELD #1

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52-59 ....1.50
60 dbl-sz , Nova Omega,p2 ....2.50
61 "Maximum Clonage" prologue 1.50
ANNUAL 1 ....5.50
ANNUAL 2 ....2.25
ANNUAL 3 1:Void,bagged w/card 2.95
ANNUAL 4 R & vs.Psionex 2.95
ASHCAN 0.75
TPB rep Thor #411-412,New Warriors #1-4 ....12.95

NEXUS

FIRST (1983-1991)

1 SRu MBo 6.00
2-5 SRu MBo 2.50
6 SRu MBo 4.50
7-8 SRu MBo 2.50
9-54 SRu MBo 2.50
55-80 SRu MBo 2.25
BOOK ONE TPB reprnts #1-5,with new material 14.95
BOOK TWO TPB reprnts #6-10,with new material 14.95

NEXT NEXUS (1989)

1-4 MBo 3.00

NEXUS LEGENDS (1989-1991)

1 reprints 2.25
2-23 ....2.00

NEXUS: OUT OF THE VORTEX (1995-current)

1-3 JCo MBo 2.50

NEXUS: WAGES OF SIN (1995-current)

1 SRu MBo must avenge young girl's family 2.95
2 SRu MBo searches for serial killer 2.95
3 SRu MBo must solve murders 2.95

NEXUS

DARK HORSE

THE LIBERATOR (1992)

1-4 ....2.50

THE ORIGIN (1992)

1 ....3.95

ALIEN JUSTICE (1992-1993)

1-3 ....3.95

NICK FURY AGENT OF S.H.I.E.L.D.

MARVEL (1968-1971)

1 ....35.00
2 ....25.00
3 ....20.00
4-5 ....18.00
6-7 ....12.00
8-10 ....5.00
11-12 ....4.50
13-14 ....3.00
15 1&D:Bullseye I. 20.00
16-18 ....3.00

2ND SERIES (1989-1993)

1 ....3.25
2 ....2.25
3-30 ....1.50
31 Deathlok 1.50
32 ....1.75
33 recruits for super-team 1.75
34 G W Bridge 1.75
35 MWy SLo Mad Dog,Ivory,Smoke Skreen,Assault & Battery 1.75
36-47 ....1.75
ASHCAN history of Nick Fury 0.75

NICK FURY/BLACK WIDOW. DEATH DUTY (1995)

SC Night Raven 5.95

NICK FURY/CAPTAIN AMERICA (1995)

SC duo protects Russian defector 5.95

NICK FURY/WOLVERINE· SCORPIO CONNECTION

HC HCh AGn I:Scorpio II 16.95
SC 14.95

NICK FURY VS S.H.I.E.L.D.

MARVEL (1988)

1 PNe BHa Hydra, D:Clay Quartermain 17.00
2 PNe BHa 22.00
3 PNe BHa Tony Stark 12.00
4-6 ....7.50
TPB reprnnts mini-series 15.95

THE NIGHT BEFORE CHRISTMASK

DARK HORSE (1994)

HC RGe Christmastime, Mask style 9.95

NIGHTCRAWLER

MARVEL (1985-1986)

1 DCo DCo fantasy dimension 5.50

2 DCo DCo vs Shagreen the Sorcerer,Kitty Pryde,Illyana 4.00
3 DCo DCo alternate X-Men 3.00
4 DCo DCo return to Earth 3.00

THE NIGHT MAN
MALIBU (1993-current)
1 DRb SEn 1 N Man,1:Deathmask, Rune story w/ #0 coupon 3.00
1A silver foil cover 15.00
2 .... 2.25
3-14 .... 1.95
15 Rigoletto 1.95
16 flip-bk w/U'verse Premiere #11 .... 3.50
17 dangerous new villainess 2.50
18 Bloodyfly 2.50
19 battle to the finish w/Deathmask 2.50
20 army of Bloodyflies 2.50
ANNUAL 1 teams w/Strangers 3.95

NIGHT TNRASNER
MARVEL
FOUR CONTROL (MINI-SERIES, 1992-1993)
1-4 DHo FNi 2.00
SERIES (1993-current)
1 MBa FNi New Warriors,multi-level embossed/holo-grafx foil cvr 2.95
2-9 .... 1.75
10-21 .... 1.95

NINA'S NEW & IMPROVED ALL-TIME GREATEST COLL'S ITEM CLASSICS
DARK HORSE (1994)
1 NPa Eisner award-winn'g artist's second anthology comic 2.50

1963
IMAGE (1993)
1 Mystery Inc. 2.50
1 Gold Edition 10.00
2-6 .... 1.95

NINJAK
ACCLAIM/VALIANT (1994-current)
0 Ninjak's origin,p1 .... 2.50
00 origin,p2, birth of WEBNET 2.50
1 JQu MMo in mid of WEBNET/ Weaponeers war,chromium cvr 5.00
1 Gold edition 15.00
2 JQu MMo vs Dr Silk,WEBNET 4.00
3 JQu MMo vs Seventh Dragon 3.00
4-13 .... 2.25
14-15 Cry Wolf,p1-2 .... 2.50
16-20 .... 2.50
21 Breaking the Web, p3 .... 2.50
22 Bitter Wind 2.50
YEARBOOK 1 Dr.Silk's nuke threat 3.95

THE NOCTURNALS
MALIBU (1995-current)
1 DBn creepy strangers in town 2.95
1A newsstand ed. w/different cvr 2.95
2-4 .... 2.95

NOCTURNE
MARVEL (1995-current)
1 JFt DAt new hero in London 1.50

NORTNSTAR
MARVEL (1994)
1-4 .... 1.50

NORTNSTAR PRESENTS: JAMES O'BARR
NORTHSTAR (1994)
JOb collection of O'Barr's work 2.50
Gold Edition same as above, w/gold-foil enhanced cvr, limited 4.95

NOVA
MARVEL (1976-1979)
1 JBu MWo 1&O Nova 15.00
2 .... 8.00
3 .... 6.00
4 SBu MWo Thor 5.00
5 SBu MWo Tyrannus 5.00
6 SBu MWo 1 Sphinx 5.00
7 SBu MWo Sphinx 5.00
8 SBu MWo 1-Protector 5.00
9 SBu MWo Megaman 5.00
10 SBu MWo 1-Firefly 5.00
11 SBu MWo Sphinx 4.00
12 SBu MWo Spider-Man 4.00
13-25 .... 4.00
2ND SERIES (1994-1995)
1 CMa FNi gold cvr,vs Gladiator 2.95

NOVA (2ND SERIES) #13
© Marvel

1A standard version 2.25
2-4 CMa FNi 1.75
5-14 CMa FNi 1.95
15 CMa MSt Countdown,p3 .... 1.95
16 CMa MSt Countdown concludes 1.95
17 CMa MSt Rich stripped of power 1.95
18 final iss, Nova Omega,p1 (concludes in NEW WARRIORS #60) 1.95

OMANA THE CAT DANCER
KITCHEN SINK (1986-current)
0 Reprints Bizarre Sex #9 .... 3.00
1 .... 8.00
2 .... 3.50
3-6 .... 3.25
7-11 .... 2.75
12-17 .... 2.50
18-19 .... 2.95
20 .... 2.95

OMEGA MEN
DC COMICS (1982-1986)
1 KGi RSI 2.00
2 KGi RSI 1.50
3 KGi RSI 1:Lobo 10.00
4 KGi RSI 1.50
5 KGi RSI Lobo 5.00
6-8 .... 1.25
9 Lobo cameo 3.00
10 Lobo 7.00
11-18 .... 1.25
19 Lobo 5.00
20 O:Lobo 5.00
21-36 .... 1.25
37 SMs TKl Lobo 7.00
38 SMs TKl 1.75

OMNI COMIX
PENTHOUSE COMIX (1995-current)
1 new science-fiction comic anthology series included w/OMNI magazine 2.95
2 comes w/OMNI magazine 3.95
3 112 pg special, no longer included w/OMNI magazine 4.95

OPERATION KNIGHTSTRIKE
IMAGE (1995-current)
1 story of elite strike team 2.50

OTHERS
IMAGE (1995-current)
0 reprints first two "Others" stones from pages of SHADOWHAWK 1.00
1 battle begins 2.50
2 Mongrel challenges team 2.50

OUR ARMY AT WAR
DC COMICS (1952-1977)
1 .... 900.00
2 .... 400.00
3 .... 300.00
4-6 .... 250.00
7-12 .... 175.00
13 Kngstein art 200.00
14-24 .... 125.00
25-31 .... 100.00
32 1st Code-approved issue 100.00
33-36 .... 85.00
37-50 .... 75.00
51-60 .... 70.00
61-72 .... 60.00
73-80 .... 50.00
81 1 Sgt Rock 1250.00
82 Sgt Rock cameo 300.00
83 Kubert Sgt Rock 400.00
84 .... 150.00
85 1 & O:Ice Cream Soldier 160.00
86-90 .... 150.00
91 1st all Sgt. Rock issue 375.00
92-96 .... 100.00
97-108 .... 70.00
109-127 .... 35.00
128 O.Sgt. Rock 130.00
129-139 .... 30.00
140 All Sgt Rock 20.00
141-150 .... 20.00
151 1:Enemy Ace 140.00
152 .... 15.00
153 Enemy Ace 60.00
154 .... 15.00
155 Enemy Ace 25.00
156-157 .... 15.00
158 1&O:Iron Major 25.00
159-163 .... 15.00
164 80 Page Giant #G-19 .... 30.00
165-176 .... 15.00
177 80 Page Giant #G-32 .... 25.00
178-181 .... 12.00
182-183 NAd 16.00
184-185 .... 12.00
186 NAd 16.00
187-189 .... 11.00
190 80 Page Giant #G-44 .... 18.00
191-199 .... 10.00
200 Rock story told in verse 12.00
201 Reprint #14 .... 7.00
202 no Sgt Rock 2.00
203 80 Page Giant #G-56, no Sgt. Rock 10.00
204-215 no Sgt Rock 2.00
216 80 Page Giant #G-68 .... 8.00
217-228 .... 5.00
229 80 Page Giant #G-80 .... 8.00
230-239 .... 5.00
240 NAd 7.00
231 .... 5.00
242 .... 6.00
243-260 .... 5.00
261-301 .... 4.50
becomes *Sgt Rock*

OUR FIGHTING FORCES
DC COMICS (1954-1978)
1 .... 500.00
2 .... 250.00
3 .... 200.00
4 1st Code-approved issue 175.00
5-6 .... 150.00
7-9 .... 125.00
10 art. Wallace Wood 135.00
11-12 .... 100.00
13-18 .... 90.00
19-24 .... 75.00
25-30 .... 60.00
31-40 .... 50.00
41 Unknown Soldier prototype 80.00
42-44 .... 50.00
45 B: Gunner & Sarge 175.00
46 .... 100.00
47-50 .... 60.00
51-56 .... 30.00
57-62 .... 25.00
63-64 .... 20.00
65 1st 12-cent issue 15.00
66-75 .... 10.00
76-80 .... 8.00
81-90 .... 7.00
91-128 .... 4.00
129-181 .... 3.00

OUT OF THE VORTEX
DARK HORSE (1993-1994)
1-11 Comics' G. World spinoff 2.00
12 last issue, final free-for-all 2.50

THE OUTSIDERS
DC COMICS (1985-1988)
1 JAp MWb 2.00
2 JAp MWb 2.00
3-26 JAp MWb 1.50
27-28 Millenium 1.50
ANNUAL 1 .... 2.25
SPECIAL 1 .... 1.75
2ND SERIES (1993-current)
0 Eradicator forms new team 1.95
1-ALPHA 1:Technocrat & Faust, TCh cover,D:Looker 1.75
1-OMEGA Halo,Katana, & Looker vs vampires,TCh cvr,D.Looker 1.75
2-9 .... 1.75
10-16 .... 1.95
17 Green Lantern, Darkstar, Arsenal 1.95
18 Sins of the Father, p1 .... 1.95
19 Sins, p2; traitor within team 2.25
20 Metamorpho on rampage 2.25

PENTHOUSE COMIX
PENTHOUSE COMIX (1994-current)
1 .... 19.00
1A reps 1st issue with new material 4.95
2 .... 12.00
3 .... 8.00
4 .... 4.95
5 .... 4.95
6 direct edition (comic size) 4.95
6A newsstand ed. (magazine size) 4.95
7 direct edition (comic size) 4.95
7A newsstand ed. (magazine size) 4.95

PENTHOUSE MEN'S ADVENTURE
PENTHOUSE COMIX (1995-current)
1 new adult strip anthology series (comic size) 4.95
1A newsstand ed. (magazine size) 4.95
2 direct edition (comic size) 4.95
2A newsstand ed. (magazine size) 4.95

PERG
LIGHTNING (1993-current)
1 glow-in-dark flip cvr by JSs 4.00
2 .... 3.00
3 .... 2.95
4 face-to-face w/Alli; 1: Hellina 2.95
4A platinum ed. 12.95
5-8 .... 2.95

PHANTOM FORCE
IMAGE (1993)
1 JKi work by van's artists,w/card 2.50
2 JKi vs Darkfire,Star Slavers 1.95
GENESIS WEST (1994-current)
3-10 .... 2.50

PHANTOM STRANGER
DC COMICS (1969-1976)
1 .... 58.00
2 .... 23.00
3 .... 18.00
4 New look (NAd art) 25.00
5-6 .... 15.00
7 .... 10.00
8-12 .... 9.00
13-18 .... 6.00
19-22 .... 5.00
23 B.Spawn of Frankenstein 8.00
24 Spawn of Frankenstein 6.00
25-30 Spawn of Frankenstein 5.00
31-38 .... 4.00
39-41 Deadman 5.00

PHOENIX: THE UNTOLD STORY
MARVEL (1984)
1 JBy CCl Original ending to Uncanny X-Men #137 .... 10.00

PITT
IMAGE (1993-current)
1 DKe I.Pitt,Timmy 7.00
2 DKe 4.00
3 DKe vs Zoyvod 3.50
4-8 .... 1.95
9 DKe BHt reunited with Timmy 1.95
ASHCAN 1 .... 15.00

PLANET OF THE APES
ADVENTURE (1990-1992)
1 DKe cover 6.00
1A Limited Edition 10.00
2-12 .... 2.50
13-24 .... 2.50
BLOOD OF THE APES (1991-1992)
1-4 DGo RMn 2.50
SINS OF THE FATHERS
1 .... 2.50
FORBIDDEN ZONE (1992-1993)
1-4 .... 2.50

PLASTIC MAN
DC COMICS (1966-1977)
1 .... 55.00
2 .... 25.00
3-6 .... 20.00
7 O.Plastic Man 25.00
8-10 (1968) 14.00
11-20 (1976) 5.00

POWER & GLORY
MALIBU (1994-current)
1 HCh unique look at heroes 3.00
1A HCh same book, different cvr 3.00
1B HCh same book,w/bonus book,blue foil 10.00
1C HCh same book,w/limited edition

IF YOU MISSED **OUTSIDERS #18...** The Outsiders reunite to find Faust and put a stop to his father's schemes. They underestimate the old coot and end up obtaining some artifacts that make him more powerful. Nice job there, team.

WIZARD PRICE GUIDE

serigraph 10.00
1D HCh same book, gold logo 20.00
1E HCh same book, silver logo 15.00
1F HCh bagged newsstand ed 3.00
2 HCh 2.50
3 HCh Gorski gets angrier 2.50
4 HCh w/Bravura Gold Stamp 2.50
TP8 reprints entire mini-series, comes with Bravura Hot Stamp 12.95

WINTER SPECIAL (1994)

1 HCh 2.95

POWER MAN

MARVEL (1974-1978)
previously *Hero For Hire*

17 ..... 11.00
18-20 ..... 8.00
21-27 ..... 5.00
28-47 ..... 4.50
48-49 vs Iron Fist 3.50
ANNUAL 1 ..... 4.00
GIANT-SIZE 1 ..... 1.25
becomes *Power Man & Iron Fist*

POWER MAN AND IRON FIST

MARVEL (1978-1986)
previously *Power Man*

50 J Iron Fist 1.25
51-56 ..... 1.25
57 X-Men 5.00
58-65 ..... 1.25
66 2nd app Sabretooth 45.00
67-77 ..... 1.25
78 Sabretooth,Constrictor 22.00
79-83 ..... 1.25
84 Sabretooth 22.00
85-124 M8r JOw 1.25
125 M8r JOw D:Iron Fist 1.75

THE POWER OF SHAZAM!

DC COMICS (1994)

HC JOr JOr spotlight on Captain Marvel,w/new details 19.95
TP8 ..... 9.95

SERIES (1995-current)

1 PKr JOr new Captain Marvel series 1.50
2 PKr JOr the Arson Fiend 1.50
3 PKr JOr Ibac 1.50
4 PKr JOr Mary Marvel & T Tawny 1.75
5 PKr JOr Mary battles Black Adam 1.75

POWER OF THE MARK

DARK HORSE (1993-current)

1-4 8Rd MWb 2.50

POWER PACK

MARVEL (1984-1991)

1 J8r LSi 1&O Power Pack 3.00
2-18 J8r LSi 1.50
19 J8r LSi Wolverine 10.00
20-26 JBg LSi 1.50
27 J8g LSi Sabretooth,Wolverine 10.00
28-45 ..... 1.50
46 Punisher 3.00
47-62 ..... 1.50

HOLIDAY SPECIAL (1992)

1 JBr JSi 2.95

ORIGIN ALBUM

TPB 7.95

PREACHER

DC COMICS (1995-current)

1 SDn GEn new Vertigo series 2.95
2 SDn GEn 2.50
3 SDn GEn Sheriff Root pursues Jesse 2.50
4 ..... 2.50

PREDATOR #2

© 20th Century Fox Film Corp

PREDATOR

DARK HORSE (1989-1990)

1 CWa MVe 1: Shaefer 22.00
1A 2nd print 6.00
2 CWa MVe 12.00
3 CWa MVe 8.00
4 CWa MVe 6.00

BAD BLOOD (1993-current)

1-4 DTm EDo 2.50

BIG GAME (1991)

1 EDo JAr 4.00
2-4 EDo JAr 2.50
TPB 13.95

BLOODY SANDS (1992)

1-2 DBa DBa World War I 2.50

COLD WAR (1991)

1-4 RRa MVe Predators in Siberia 3.00

INVADERS FROM THE FOURTH DIMENSION (1994)

JSV 50's monster movie tale 3.95

JUNGLE TALES (1995)

1-shot collects DARK HORSE COMICS serial 2.95

PREDATOR 2 (1991)

1 D8a FHe Movie Adaptation 2.50
2 M8r FHe Movie Adaptation 2.50

RACE WAR (1993)

0 ..... 2.50
1-4 ..... 2.50

PREDATOR VS MAGNUS: ROBOT FIGHTER

DARK HORSE/VALIANT (1992)

1 LWk JSh 6.00
1A Platinum 20.00
18 Gold 8.00
2 ..... 4.00

PRIMAL FORCE

DC COMICS (1994-current)

0 KHo/BKl SSe new team of heroes 1.95
1-7 ..... 1.95
8 missing member returns 2.25
9 the August attacks team members 2.25

PRIME

MALIBU (1993-current)

1 NBr GJo/LSz 1 Prime,Prototype, Ultraverse #0 card 8.00
1A hologram edition 20.00
1C Ultra-limited/foil edition 15.00
1D gold hologram edition 25.00
2 NBr GJo/LSz vs Organism 8, bagged w/Ultraverse card 9.00
3 O.Prime,w/Prototype 5.50
4 vs Prototype,cover has Prime on top 5.00
4A cvr has Prototype on top 5.00
4B bagged,Prime on top 8.00
4C bagged,Prototype on top 8.00
5 vs Maxi-Man,Rune story,w/coup 3.00
6 meets Pres Clinton,Chelsea 2.25
7 B-Thru x-over,goes to moon 1.95
8 Mantra x-over,p1,vs Father-Thg 1.95
9 starts work'g for Col Samuels 2.25
10 ..... 2.25
11 Rogue Prime's adventure 1.95
12 Rogue Prime vs H Ortiz,includes Ultraverse Premiere #3 ..... 3.50
13 dbl size vs Kutt & Planet Class 2.95
13A variant cover 8.50
14 Voodoo Master 1.95
15 goes to bat for abused kids 1.95
16 Turbo 1.95
17 moves to NYC; Atalon 1.95
18 Turbo joins Prime just as he is targeted by Manhattan Project 1.95
19 SEr GJo Prime accused of stalking 1.95
20 reveals identity to Kelly 2.50
21 aftermath of "Rafferty Saga" 2.50
22 Primevil returns 2.50
ASHCAN (first Prime ashcan) 16.00
ASHCAN 1 all about Prime 0.75
ANNUAL 1 R Doc Gross 3.95

PRIME TIME (1994)

TPB reprints #1-4 ..... 9.95

PRIMER

COMICO (1982-1984)

1 ..... 7.00
2 1.Grendel 65.00
3-6 ..... 4.00

THE PRIMORTALS

TEKNO•COMIX (1994-current)

1 primitive Earth lifeforms are evolved into advanced beings, created by Leonard Nimoy 2.50
2-6 ..... 1.95
7 rescue mission 1.95

PROPHET

IMAGE (1993-current)

1 RLd Youngblood hero,w/coup. for Prophet #0 ..... 3.00
1A gold edition 10.00
2 RLd 1:Judas 2.50
3 RLd 2.50
4 RLd vs Judas 1.95
4A with Platt cover 18.00
5 SPt RLd tale of Pr's WWII past 5.00
6 SPt RLd Kirby,others vs Prophet 4.00
7 SPt RLd Prophet transformed 1.95
8 War Games,p2, Bloodstrike x-over 2.50
9 Extreme Sacrifices prologue 2.50
10 Extreme Sacrifice,p6; bgd w/card 2.50

PROPHET VOL. II (1995-current)

1 SPt CDi deals with new revelations 2.50
2 SPt CDi 2.50
SOURCEBOOK everything you ever wanted to know about Prophet 2.95

PROTOTYPE

MALIBU (1993-current)

0 another Prototype, cvr by JQu, JPl 2.50
1 vs Glare,1.Veil,bgd ed ,w/card 3.50
1A unbagged ed ,w/o card 1.95
1B hologram edition 20.00
1C Ultra-limited/foil edition 12.00
1D gold hologram edition 25.00
2 vs Backstabber 3.00
3 Rune story w/#0 coupon 2.50
4-12 ..... 1.95
13 includes Ultraverse Premiere #6 ..... 3.50
14 new boss for Jimmy Ruiz 1.95
15 Techuza enslaves Donovan 1.95
16 Jimmy battles Donovan 1.95
17 ..... 1.95
18 ..... 2.50
GIANT SIZE 1 Hostile Takeover,p4 ..... 2.50

PROTOTYPE: TURF WAR

MALIBU (1995-current)

1 forced to ally w/Techuza 2.50
2 Stanley Leland 2.50

PSI-JUDGE ANDERSON

FLEETWAY/QUALITY

ENGRAMS

1 O:Anderson 1.95

PSI-FILES

1 vs mutant vampire 2.95

PSI-JUDGE ANDERSON: SHAMBALLA

SQ PRODUCTIONS (1994)

GN ARa AGr search for fabled city 8.95

THE PUNISHER

MARVEL

MINI-SERIES (1986)

1 MZe SGr 28.00
2 MZe SGr 15.00
3 MZe SGr 12.00
4-5 MZe SGr 10.00

REG SERIES (1987-1995)

1 KJa MBn crack house 16.00
2 KJa MBn the General 9.00
3-7 KJa MBn 6.00
8 WPo MBn the graveyard 12.00
9 WPo MBn D: Micro's Son 12.00
10 WPo MBn Daredevil, X-over from DD#257 ..... 20.00
11 WPo MBn rapists 5.00
12 WPo MBn Gary Saunders p1 ..... 5.00
13 WPo MBn D.Saunders 5.00
14 WPo MBn 5.00
15 WPo MBn 1:The Board 5.00
16 WPo MBn Kingpin 4.50
17 WPo MBn D:Conchita 4.50
18 WPo MBn D.the Board 3.00
19 LSt MBn Australia 3.00
20 SAp M8n Whilce Portacio cover 3.00
21 ELa M8n 1.Ins Green 3.00
22 ELa M8n 3.00
23 ELa M8n p2,vs Scully 3.00
24 ELa MBn Shadowmasters 2.50
25 ELa M8n dbl size,D Iris 2.50
26 RHe M8n 2.50
27 RHe M8n vs US Navy 2.50
28 RHe M8n Acts of Vengeance 2.50
29-39 ..... 2.50
40-49 ..... 2.00
50 HHa M8n 1:Yo-Yo,dbl sz 3.00
51-56 ..... 2.00
57 HHa M8n double cover, D-Max 2.00
57A Newsstand version w/ single photograph cover 2.00
58 HHa MBo p6,1-Dr 8rewer 2.00
59 HHa M8o Punisher now black 2.50
60-66 ..... 1.50
67-74 ..... 1.25
75 Double size, embossed silver foil 2.75
76-84 ..... 1.25
85 prequel to Suicide Run 2.75
86 Suicide Run,foil cvr 3.25
87 Suicide Run,p6,copycats duel 1.25
88 Suicide Run,p9,in Catskills 1.25
89 RHe CDi in Miami 1.25
90 Micro,under siege in war zone 1.50
91 1 Rabio,vs Hector Carrenza 1.50
92 vs Rabio 1.50
93-94 ..... 1.50
95 fights way out of combat arena 1.50
96 singer turned vigilante 1.50
97 RWh CDi new direction for Punisher 1.50
98 RWh CDi 1 Mickey Fonduzzi 1.50
99 RWh CDi Micro Chip searches for a replacement for Frank Castle 1.50
100 RWh CDi dbl-sz; Castle finally snaps, C.C.'s 1st mission; p'matic cvr 3.95
100 regular cover edition 2.95
101 Is Frank dead? 1.50
102 8ullseye 1.50
103 Countdown,p4 (crossover will be numbered in reverse order- p 4 to p 0) 1.50
104 final issue, Countdown,p1, Frank manipulated by Kingpin 1.50
ANNUAL 1 MTe MBn Evolutionary War 10.00
ANNUAL 2 BRe MBn Moon Knight,Atlantis Attacks 5.00
ANNUAL 3 NHa MBn Lifeform p1,vs organism 4.50
ANNUAL 4 Von Strucker 2.25
ANNUAL 5 ..... 2.25
ANNUAL 6 DHo PMs1.Phalanx, bagged w/card 2.95
ANNUAL 7 the Architect & Rapido 2.95
ASHCAN all about Punisher 0.75

PUNISHER ARMORY

MARVEL (1990-current)

1 Jim Lee cvr,Punisher's weapons 9.00
2 EBn E8n 7.00
3-10 EBn E8n 2.00

PUNISHER/BATMAN: DEADLY KNIGHTS

MARVEL/DC COMICS (1994)

JRj CDi duo faces Jigsaw again 4.95

PUNISHER BOOKS

MARVEL

ASSASSINS GUILD

1 ..... 9.95

BACK-TO-SCHOOL SPECIAL

1 ..... 2.95
2 vs powerful gym owner,BSi cvr 2.95
3 infiltrates high school 2.95

BLOODLINES (1991)

PF DCo GCy Drug runners 5.95

BLOOD ON THE MOORS

PF CKe AGr Clansmen 16.95

CIRCLE OF BLOOD

GN rep Punisher Mini 12.95

CLASSIC (1989)

1 ..... 5.00

DIE HARD IN THE BIG EASY (1992)

1 ..... 4.95

EMPTY QUARTER (1994)

SC 8Re M8o 6.95

EYE FOR AN EYE (1991)

TPB reprints PWJ #1-3 ..... 9.95

G-FORCE (1992)
TPB ... 4.95
HOLIDAY SPECIAL (1992-current)
1 (1992) foil-stamped cover ... 2.95
2 (1993) ... 2.95
3 (1994) ... 2.95
IN THE 'NAM: FINAL INVASION
SC ASc DLo final journey to 'Nam ... 6.95
INTRUDER
HC ... 14.95
SC ... 9.95
KINGDOM GONE
HC vs Drug Lord & Mannes ... 16.95
MOVIE ADAPTATION (1990)
SC drawn w/ Skull outfit ... 5.95
NO ESCAPE (1990)
1 Captain,Paladin ... 5.00
THE PRIZE (1990)
1 old Iron Man armor ... 4.95
PUNISHER/WOLVERINE: AFRICAN SAGA (1989)
1 Prestige Format ... 5.95
RETURN TO BIG NOTHING (1989)
HC MZe Vietnam ... 16.95
SC MZe Vietnam ... 12.95
ROUGH CUT
1 ... 2.50
SPINNING DOOMSDAY'S WEB (1992)
GN Black Widow ... 9.95
SUMMER SPECIAL (1991)
1 ... 3.00
2 FHy CDi Rough Cut,High Risk, The Local ... 3.00
3 ... 2.50
SUMMER SPECIAL 1994
ASc DLo cvr by John Romita Jr ... 2.95

PUNISHER: CRUISE NARD
MARVEL (1994)
HHa DAt/ALa ... 2.95

PUNISNER: GNOSTS OF INNOCENTS
MARVEL (1993)
1-2 Prestige Format ... 5.95

PUNISNER MAGAZINE
MARVEL (1989-1990)
1 reprints ... 3.00
2-16 reprints ... 2.00

PUNISNER: A MAN NAMED FRANK
MARVEL (1994)
PF JBu CDi ... 6.95

PUNISNER MEETS ARCNIE
MARVEL/ARCHIE (1994)
JBu/SGd BLs die-cut cover ... 3.95

PUNISNER: ORIGIN OF MICRO CNIP
MARVEL (1993)
1-2 MBo CPo ... 1.75

PUNISNER: P.O.V.
MARVEL (1991)
1-4 BWr JSt Nick Fury ... 4.95

PUNISNER 2099
MARVEL (1993-current)
1 PBr JFm ... 1.75
2-15 ... 1.25
16-24 ... 1.50
25 goes berserk; enhanced cover ... 2.95
25A regular cover edition ... 2.25
26 Techno-Shaman ... 1.50
27 Return of Blue Max ... 1.50
28 ... 1.95
29 Doom 2099 ... 1.95
30 Doom 2099; new P'sher appears 1.95

PUNISNER WAR JOURNAL
MARVEL (1988-1995)
1 JLe CPo O:Punisher,1 Montoya, 1:Shadowmasters ... 10.00
2 JLe CPo Daredevil,vs Montoya ... 6.00
3 JLe CPo Daredevil,D Montoya ... 4.00
4 JLe CPo 1 Sniper,'Nam flashbk ... 4.00
5 JLe CPo vs Sniper ... 4.00
6 JLe CPo vs Wolverine ... 10.00
7 JLe CPo vs Wolverine ... 4.00
8 JLe CPo 1-Damage ... 4.00
9-12 JLe CPo ... 4.00
13 DRo CPo Acts of Vengeance ... 4.00
14 DRo CPo ... 4.00
15 DRo CPo ... 4.00
16 NHa M8n Texas panhandlers ... 2.50
17 JLe CPo Tropical Trouble p1 ... 2.50
18 JLe CPo p2,vs Kidnappers ... 2.50
19 JLe CPo p3,water phobia ... 2.50
20 TSm CPo vs Foreign Legion ... 2.00
21-24 TSm CPo ... 2.00
25-28 MTe M8n ... 2.00
29 MTe MBn Ghost Rider ... 2.50
30 MTe MBn Ghost Rider ... 2.50
31-35 RWa MBn ... 2.00
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57-58 GKw CDi D'devil,G. Rider ... 1.75
59-60 ... 1.75
61 Suicide Run,foil cvr ... 4.00
62 Suicide Run,foil cvr ... 2.95
63 Suicide Run,p7 ... 1.75
64 Suicide Run,p10,die-cut cvr ... 2.95
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78 battles Payback, Heathen & Trust ... 1.95
79 Countdown,p3, Punisher battles Micro ... 1.95
80 final issue; Countdown,p0, Nick Fury, Bullseye ... 1.95

PUNISNER WAR ZONE
MARVEL (1992-1995)
1 JRj CDi Q:Micro,Shotgun,die-cut cover,Ladder of Death p1 ... 5.00
2 JRj CDi p2 ... 3.00
3 JRj CDi p3, Shotgun ... 2.00
4 JRj CDi p4 ... 2.00
5 JRj CDi p5, Shotgun,1:Thorn ... 2.00
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23 HNu LHa Suicide Run,foil cvr ... 3.50
24 HNu LHa Suicide Run,p5 ... 1.75
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26 JBu CDi in Puerto Dulce ... 1.75
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39 Dark Judgment,p2 ... 1.95
40 faces judge/serial killer ... 1.95
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ANNUAL 1 JBu CDi 1:Phalanx, bagged w/card ... 2.95
ANNUAL 2 Salvatore Carbone returns as Thorn the assassin ... 2.95

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MARVEL (1994-1995)
1-4 ... 2.50

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MARVEL (1989-1994)
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7 MMn MGn Spider-Man ... 4.00
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50 ASm MGn holo-grafx foil-enhanced cover,dbl sz ... 2.95
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60 final Issue,Nova ... 1.25
SPECIAL
1-3 ... 1.25

RADIOACTIVE MAN
BONGO COMICS (1993-current)
1 adventures of Bart's fave hero ... 4.50
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3 (#216) 1970s issue ... 1.95
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DC COMICS (1976-1977)
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MIRAGE (1985)
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MARVEL (1992-current)
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32 battles Doom 2099 for Hellrock ... 1.95

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DC COMICS
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3 JQu JHa ... 5.00
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5 JQu JHa vs Polaris ... 4.00
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9 HPo CPr Ray returns to Earth, in the year 1940! ... 1.95
10 HPo CPr must save his own future while trapped in past ... 1.95
11 HPo CPr escapes past, shoots into the future ... 1.95
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14 HPo CPr alone against D. Masque ... 2.25
ANNUAL 1 battles Death Masque ... 3.95
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LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
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2 conclusion to x-over ... 2.95

RAZOR VS. DARK ANGEL
LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
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DC COMICS (1994-current)
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1B 3rd print ... 1.50
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2A 2nd print ... 1.00
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5A Newsstand MZe cover ... 1.25
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3 MTe LHa more discoveries ... 4.00
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1 art by Jack Kirby ..8.00
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2 SKi NGa ..34.00
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22 1:Daniel ..23.00
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49 JTh NGa ..1.95
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64 TKr NGa p8 ..1.95
65 MHp NGa p9 ..1.95
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TPB reprints #8-16 ..12.95
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HC reprints #51-56 ..29.95
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SANDMAN MYSTERY THEATRE
DC COMICS (1993-current)
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2-4 ..1.95
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10 MWa illegal boxing ..1.95
11 MWa The Brute ..1.95
12 MWa truth about Brute rev'led ..1.95
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14 GDv MWa The Vamp,p2 ..1.95
15 GDV MWa p3 ..1.95
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14-15 Possessed,p1-2 ..2.50
16 Possessed,p3 ..2.50
17 stalked by newspaper publisher ..2.50
18 return of the Fiend ..2.50
19 Fiend, Octopus, and Dverlord ..2.50
TPB reps mini-series, plus material from IMAGE #0, pin-ups & sketches ..10.95

SAVAGE SWORD OF CONAN
MARVEL (1974-1995)
1 JBu RTh ..75.00
2 HCh SEn Black Colossus ..32.00
3 TDz RTh ..17.00
4 JBu RTh Iron Shadows ..13.00
5 JBu RTh ..10.00
6 STr RTh Sleeper ..10.00
7 JBu RTh center of time ..8.00
8 TCo RTh Forever Phial ..8.00
9 PMa RTh Cat Goddess ..7.50
10 JBu RTh Serpent of Set ..7.50
11-15 ..7.00
16-18 JBu RTh ..6.50
19 JBu RTh Vendhya ..6.00
20 JBu RTh Slithering Shadow ..6.00
21-30 ..6.00
31-39 ..5.00
40 JBu RTh A Dream of Blood ..6.00
41-50 ..5.00
51-89 ..4.50
90 JBu MFI 1:Devourer of Souls ..5.00
91-99 ..4.00
100 JBu MFI God Lives ..5.00
101-130 ..4.00
131-149 ..3.50
150 GKw CDi the Slain ..5.00
151-175 ..3.50
176-185 ..3.00
186-193 ..2.75
194-234 ..2.25
235 final issue ..2.25

SCARAB
DC COMICS (1993-current)
1-8 Vertigo title ..1.95

SCARLET WITCH
MARVEL (mini-series,1994)
1-4 ..1.75

SEA DEVILS
DC COMICS (1961-1967)
1 ..335.00
2 ..155.00
3 1st 12¢ issue ..105.00
4-6 ..75.00
7-12 ..55.00
13-18 ..40.00
19-24 ..30.00
25-35 ..25.00

THE SECOND LIFE OF DR. MIRAGE
VALIANT (1993-1995)
1 BCh BLa vs M. Darque,poster ..3.00
1 Gold Edition ..20.00
2 BCh BLa Darque Passage,p2 ..2.50
3-19 ..2.50

SECRET ORIGINS
DC COMICS (1961)
1 one-shot ..275.00
1ST SERIES (1973-1974)
1 ..10.00
2 ..6.00
3-4 ..5.00
5-7 ..4.50
2ND SERIES (1986-1990)
1 ..4.00
2 ..2.00
3-5 ..2.25
6 Golden Age Batman ..4.00
7-12 ..2.25
13 D:Nightwing ..3.00
14-38 ..2.25
39 Animal Man ..4.00
40-49 ..2.25
50 ..4.00
Annual 1 ..2.25
Annual 2 ..2.25
Annual 3 ..2.25
Special 1 SKi NGa ..5.50

SECRETS OF THE VALIANT UNIVERSE
VALIANT (1994)
1 included w/ Wizard's Valiant Special ..3.00
2 Chaos Effect-Beta,p4 ..2.25
3 story of second Rai, Sho Sugino ..2.25

SECRET WARS
MARVEL (1984-1985)
1 MZe JSh 1:Beyonder,R:Ultron ..4.00
2-6 ..2.25
7 MZe JSh 1:Spid-Woman II (full) ..2.25
8 MZe JSh I&O:Spider-Man's alien costume,R Wasp,villains lose ..17.00
9-11 ..2.00
12 MZe JSH dbl size,D:Beyonder, Dr. Doom defeated,R Heroes, She-Hulk replaces Thing in FF ..2.50
TPB reprints #1-12 ..19.95
SECRET WARS II (1985-1986)
1 Beyonder on Earth ..2.00
2-8 ..1.75
9 D:Beyonder ..2.00

SGT. FURY & HIS HOWLING COMMANDOS
MARVEL (1963-1981)
1 ..675.00
2 ..210.00
3-6 ..105.00
7-12 ..75.00
13 Capt America ..200.00
14-20 ..45.00
21-30 ..30.00
31-50 ..16.00
51-60 ..15.00
61-75 ..12.00
76-100 ..10.00
101-125 ..7.00
126-150 ..6.00
151-167 ..4.50
ANNUAL 1 (1965) ..80.00
SPECIAL 2 (1966) ..25.00
SPECIAL 3 (1967) ..15.00
SPECIAL 4-7 ..10.00

SGT. ROCK
DC COMICS
1ST SERIES (1977-1988)
previously *Our Army at War*
302 ..10.00
303-325 ..6.00
326-360 ..4.00
361-399 ..3.00
400 ..4.00
401-422 ..3.00
SGT ROCK SPECIAL (2ND SERIES, 1988-1992)
1 ..3.00

PUNISHER WAR JOURNAL #78... Lynn Michaels decides to hang up the ol' skull shirt for good, and just in time, as anyone with a Punisher logo becomes a target for assassination. Is there a Punisher Pension Fund or something?

WIZARD PRICE GUIDE

1A (1992 one-shot) ... 4.00
2-20 ... 2.50

SGT. ROCK SPECIAL #2 (1994)
One shot collect'n of new war stories 2.95

SGT. ROCK'S PRIZE BATTLE TALES
DC (1964)
1 one-shot ... 100.00

SHADE, THE CHANGING MAN
DC COMICS (1977-1978)
1 SDi SDi 1&O: Shade ... 4.00
2 SDi SDi vs Kempo ... 3.00
3 SDi SDi 1 Cloak ... 2.50
4 SDi SDi return to Meta ... 2.50
5 SDi SDi vs Supreme Decider ... 2.50
6 SDi SDi 1 Khaos ... 2.25
7 SDi SDi vs Dr Z.Z. ... 2.25
8 SDi SDi Origin of M-Vest ... 2.25

2ND SERIES (1990-current)
1 CBc PMi ... 4.00
2 CBc PMi ... 3.00
3-20 CBc PMi ... 2.00
21-31 CBc PMi ... 1.75
32 Vertigo begins ... 1.75
33-35 ... 1.75
36-49 ... 1.95
50 CBc PMi B-pg pin-up gallery ... 2.95
51-56 ... 1.95
57 MBu PMi George deals with crisis 1.95
58 MLr PMi nightmare in NYC ... 1.95
59 MBu PMi Nasty Infections,p1 ... 2.25
60 MBu PMi Nasty Infections,p2 ... 2.25
61 MBu PMi Nasty Infections,p3 ... 2.25

THE SHADOW
DC COMICS (1973-1975)
1 Kaluta ... 25.00
2 Kaluta ... 18.00
3 Kaluta/Wrightson ... 20.00
4 Kaluta ... 18.00
5 ... 9.00
6 Kaluta ... 18.00
7-12 ... 9.00

MINI-SERIES (1986)
1 HCh HCh ... 5.00
2-4 HCh HCh ... 3.00

2ND SERIES (1987-1988)
1 ... 4.00
2-19 ... 2.00
ANNUAL 1 ... 3.00
ANNUAL 2 ... 3.00

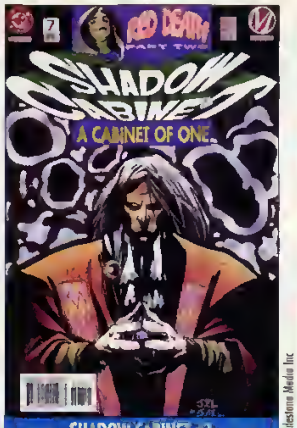
BLOOD AND JUDGEMENT
TPB reprints mini-series ... 12.95

PRIVATE FILES OF THE SHADOW
HC ... 19.95

THE SHADOW & THE MYSTERIOUS THREE
DARK HORSE (1994)
1-shot three Shadow stories ... 2.95

SHADOW CABINET
DC COMICS (1994)
0 Shadow War x-over,DC's 1st #0 ... 2.50
1 members' origins revealed ... 1.75
2-13 ... 1.75
14 ... 2.50

SHADOWHAWK
IMAGE (1992)
1 JVa JVaW/Image #0 coupon ... 10.00
1A JVa JVa w/o coupon ... 5.50
1B Newsstand ... 4.50
2 JVa JVa Spawn ... 5.00
3 JVa JVa glow-in-the-dark cvr ... 3.50



SHADOW CABINET #7

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4 JVa JVa Savage Dragon ... 3.00
ASHCAN ... 8.00

2ND SERIES (1993)
1 JVa ... 4.00
2 JVa IR ShadowHawk ... 4.00
3 JVa vs Slaughter,fold-up cvr featur'g S'Hawk remov'g mask ... 3.25
ASHCAN silver edition ... 8.00

3RD SERIES (1993-1995)
0 Image X book ... 2.50
1 new secrets revealed ... 4.00
1A gold edition,4,000 copies ... 15.00
2 Regulators vs Dedline ... 2.75
3 teams w/Reg's vs Dedline ... 1.95
4 JVa against the Liquifier ... 1.95
12 (5th iss.,numbered as 12) WMc JVa The Monster Within,p1, Chapel ... 1.95
13 CWl JVa guest st'nng WildC.A.T.s 1.95
14-17 ... 2.50
18 final issue, D: ShadowHawk ... 2.50
ASHCAN ... 10.00
SPECIAL 1 flip book ... 3.50

OUT OF THE SHADOWS (1993)
TPB JVa reps every appearance of ShadowHawk,foil cover ... 19.95

THE SECRET REVEALED (1993)
TPB reprints full 2nd series, Who's Who feature ... 12.95

SHADOWHAWK GALLERY
IMAGE (1994)
1 various artists' interpretations ... 1.95

S'HAWK/VAMPIRELLA: CREATURES OF THE NIGHT
IMAGE/HARRIS (1995)
BOOK TWO JVa ShadowHawk becomes a vampire, Book One is listed as VAMPI/SHADOWHAWK ... 4.95

THE SHADOW: HELL'S HEAT WAVE
DARK HORSE (1995-current)
1 MKl JGo GGi race war erupts ... 2.95
2 MKl JGo GGi female ghost ... 2.95

THE SHADOW: IN THE COILS OF LEVIATHAN
DARK HORSE (1993)
1 ... 4.00
2-4 ... 3.00
TPB reprints #1-4 ... 13.95

SHADOWMAN
ACCLAIM/VALIANT (1992-current)
0 BHl TRy true origin of Shad'man, full-chromium wrapar'd cvr ... 3.50
0A regular edition,reg cvr ... 2.50
1 DLp SEn 1:Shadowman ... 25.00
2 DLp SEn insomnia ... 15.00
3 MMo FPe vs Sosa ... 15.00
4 DLp JSh Unity,ch6 ... 8.00
5 Unity,ch14 ... 8.00
6 loses Lilora ... 6.00
7 vs creature of the night ... 6.00
8 1 Master Darque ... 15.00
9 JSp JSp vs Sosa the Soul Eater ... 4.00
10-12 BHl BHl vs Master Darque ... 4.00
13-15 ... 2.50
16 JDi BHl 1:Dr. Mirage ... 8.00
17-18 JDi BHl Archer & A'strong ... 2.50
19-39 ... 2.50
40 vampire tale ... 2.50
YEARBOOK 1 story in Edwardian London ... 3.95
TPB reprints #1-3,6, w/Darque Passages comic ... 9.95

SHI #3

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THE SHADOW MOVIE ADAPTATION
DARK HORSE (1994-current)
1-2 MKl movie adaptation ... 2.50

SHADOW OF BATMAN
DC COMICS (1985-1986)
1 reprints Detective Comics by MRo/TAu/SEn ... 9.00
2-3 ... 6.00
4 Joker ... 8.00
5 ... 6.00

THE SHADOW STRIKES
DC COMICS (1989-1992)
1 EBa GJo ... 3.00
2-28 GJo ... 2.50
ANNUAL 1 ... 4.00

SHADOWS FALL
DC COMICS (1994-1995)
1 JFl JRe new Vertigo mini-series ... 2.95
2 JFl JRe Warren meets mysterious stranger w/secret to his past ... 2.95
3-6 ... 2.95

SHAMAN'S TEARS
IMAGE (1993-current)
1 MGr 1 Joshua Brand,origin story begins ... 3.50
2 MGr double-gatefold, double-poster cover ... 2.50
3 MGr faces Circle Sea & Bar Sinister 1.95
4 MGr origin concludes ... 1.95
5 MGr Brand becomes Stalking Wolf 1.95
6 MGr faces the Nesting Ones ... 1.95
7 MGr the Rabids ... 1.95
8 MGr Broadarrow's transformation 1.95
9 MGr B'arrow fights to c'trol p'wers 1.95

SHAZAM!
DC COMICS (1973-1978)
1 ... 4.00
2-35 ... 2.00

MINI-SERIES (1987)
1 ... 1.50
2-4 ... 1.25

ARCHIVES
1 ... 49.95

SHE-HULK
MARVEL (1980-1982)
1 1 She-Hulk ... 6.00
2-10 ... 3.00
11-12 Morbius ... 3.00
13-25 ... 2.00

2ND SERIES (1989-1994)
1 JBy JBy ... 2.50
2-8 JBy JBy ... 2.00
9-30 ... 2.00
31 JBy JBy ... 2.50
32-49 JBy JBy ... 1.75
50 ... 2.95
51-59 ... 1.75
60 POl MEu final issue ... 1.75
TPB reprints #1-8 ... 12.95

CEREMONY (1989)
1-2 ... 4.00

SHI
CRUSADE (1994-current)
1 BTu ... 21.00
1A variant cover,posters ... 1.95
2 BTu ... 12.00
3 BTu ... 7.00
4 BTu ... 3.00
5 BTu battles Arashi ... 2.50

SHI-THE WAY OF THE WARRIOR (1994)
TPB reprints #1-4 ... 12.95

SHOWCASE
DC COMICS (1956-1978)
1 Firefighters ... 2,000.00
2 King of the Wild ... 575.00
3 Frogmen ... 600.00
4 1&O Silver Age Flash ... 19,000.00
5 Manhunters ... 700.00
6 1&O Challengers of the Unknown ... 2,850.00
7 2nd: Challengers ... 1,400.00
8 2nd Flash ... 5,800.00
9 Lois Lane ... 2,850.00
10 Lois Lane ... 1,600.00
11 Challengers ... 1,150.00
12 Challengers ... 1,100.00
13 3rd: Flash ... 2,700.00
14 4th. Flash ... 2,700.00
15 1 Space Ranger ... 1,200.00
16 Space Ranger ... 660.00

17 1&O·Adam Strange 1,600 00
18-19 Adam Strange .. 800 00
20 1&O: Rip Hunter 575 00
21 Rip Hunter 300 00
22 1&O. Silver Age Green Lantern 3,900 00
23-24 Green Lantern 1,200 00
25-26 Rip Hunter 200 00
27 1 Sea Devils 575 00
28-29 Sea Devils 275 00
30 Origin retold. Aquaman 500 00
31-32 Aquaman 280 00
33 Aquaman 260 00
34 1&O Atom (Ray Palmer) 1,150 00
35 Atom 550 00
36 Atom 450 00
37 1 Metal Men 500 00
38 Metal Men 300 00
39-40 Metal Men 225 00
41-42 Tommy Tomorrow 90 00
43 Dr. No (James Bond) 325 00
44 Tommy Tomorrow 55 00
45 Sgt Rock 140 00
46-47 Tommy Tomorrow 55 00
48-49 Cave Carson 35.00
50-51 I Spy 40 00
52 Cave Carson 40 00
53-54 G.I Joe 40 00
55 Dr Fate,Hourman, 1st solo app. Golden Age Green Lantern 210 00
56 Dr. Fate,Hourman 65.00
57-58 Enemy Ace 70 00
59 Teen Titans 65 00
60 1: Silver Age Spectre 155.00
61 Spectre 75 00
62 1&O Inferior 5 ....45 00
63 Inferior 5 ....20.00
64 Spectre 75 00
65 Inferior 5 ....20 00
66-67 B'wana Beast 10.00
68-72 ....10.00
73 1&O: Creeper 65 00
74 1: Anthro 45.00
75 1: Hawk & Dove 60.00
76 1: Batlash 30.00
77 1: Angel & the Ape 30.00
78 1· Johnny Double 12.00
79 1· Dolphin 17.00
80 Phantom Stranger 10.00
81 1 Wendy & Willy 7 00
82-84 Nightmaster 40.00
85-87 Firehair 10 00
88-89 Jason's Quest 5.00
90-93 Manhunter 5.00
94-96 New Doom Patrol 8.00
97-99 Power Girl 4.00
100 star-filled issue 6.00
101-103 Hawkman 4.00
104 O S S. Spies 4 00

THE ESSENTIAL SHOWCASE (1993)
VOLUME 1 1956-1959 ....19.95

SHOWCASE '93
DC COMICS (1993)
1-4 ....1 95
5 Robin 2.75
6 Robin,Azrael 2 75
7 KJa OMo Knightfall,p13,Batman vs Two-Face,Deathstroke 4.00
8 KJa DMo Knightfall,p14,Batman vs Two-Face,D'thstroke,Fire,Ice 3.75
9-11 ....2.25
12 Nightwing,Robin,final issue 1.95

SHOWCASE '94
DC COMICS (1994)
1-7 ....1.95
8 Secret Origin of Scarface,p1; Zero Hour prelude 3.00
9 Secret Origin of Scarface,p2 ....2.50
10 Azrael story, plus ZERO HOUR tie-in 1.95
11 Man-Bat, Black Condor 1.95
12 Barbara Gordon story 1.95

SHOWCASE '95
DC COMICS (1994-current)
1-4 ....2.50
5 Thorn, Firehawk 2 95
6 Lobo and Bibbo team up to save the universe (we're in trouble) 2.95

SILVER SABLE
MARVEL (1992-1995)
1 SBt GWr vs Hydra,silver embossed cover 2.00
2-23 ....1.25
24 GWr vs Dmitri 1 50
25 GWr search for father,dbl sz 2 00
26-35 ....1.50

SILVER SURFER
MARVEL (1968-1970)
1 JBu SLe 1.Shalla-Bal O.Silver Surfer 385 00
2 JBu SLe 1 Badoon 120 00
3 JBu SLe 1 Mephisto 120 00
4 JBu SLe Thor,Loki 375 00
5 JBu SLe FF,Stranger 65 00
6 JBu SLe 1·Overlord 65 00
7 JBu SLe 1:Frankenstein 65.00
8 JBu SLe Mephisto 45 00
9 JBu SLe Mephisto 45 00
10 JBu SLe 1 Yarro Cort 45 00
11 JBu SLe Yarro Cort 35 00
12 JBu SLe Abomination 35 00
13 JBu SLe 1·Doomsday 35 00
14 JBu SLe Spider-Man 55.00
15 JBu SLe FF 35.00
16 JBu SLe Mephisto 35.00
17 JBu SLe Mephisto 35 00
18 JBu SLe Inhumans 35.00

ONE SHOT (1987)
1 JBy Return to Zenn-La 9 00

2ND SERIES (1987-current)
1 MRo SEn O Silver Surfer 10 00
2 MRo SEn Shalla-Bal 6 00
3 MRo SEn R Mantis 5 00
4 MRo SEn 1 Obliterator 5 00
5 MRo SEn vs Obliterator 5 00
6 MRo SEn O Obliterator 4 50
7 MRo SEn Kree/Skrull war 4 50
8 MRo SEn Elders 4 50
9 MRo SEn Galactus,Elders 4 50
10 MRo SEn Galactus eats Elders 4 50
11 MRo SEn Reptyl,Nova 3 00
12 MRo SEn Reptyl,Nova 3 00
13 MRo SEn Ronan 3.00
14 MRo SEn Surfer vs Surfer 4.25
15 RLi SEn Fantastic Four 11 00
16 RLi SEn vs Malice 7 00
17 RLi SEn Elders 5 00
18 RLi SEn Galactus vs the In-Betweener,Elders 5 00
19 RLi SEn Firelord,Starfox 5 00
20 RLi SEn Firelord,Nova 5 00
21-30 ....3 00
31 RLi SEn giant size, Stranger, Living Tribunal 5 00
32 RFr JVa Mephisto 3 00
33 RLi JVa Impossible Man 3 00
34 RLi JSt R.Thanos 16 00
35 RLi JSt R:Drax 13 00
36 RLi JSt Impossible Man 8.00
37 RLi JSt vs Drax 9 00
38 RLi JSt Thanos vs Nebula 9 00
39 JSn AGr the Fight Game 6 50
40 RLi JSt 1.Dynamo City 6 50
41 RLi JSt unemployment 5 50
42 RLi JSt the Great I 5 50
43 RLi JSt leaves Dynamo 5 50
44 RLi JSt Drax,vs Thanos 5 25
45 RLi JSt Thanos,Mephisto 5 25
46 RLi JSt R·Adam Warlock 9 00
47 RLi JSt Warlock vs Drax 9 00
48 RLi JSt Galactus 5 25
49 RLi JSt vs Thanos-beast 5 00
50 RLi JSt O Silver Surfer, silver embossed cover, Infinity Gauntlet Saga begins 10 00
50A 2nd print 3 00
50B 3rd print 1 50
51 RLi RMz Galactus,Nova 3 00
52 RLi RMz Firelord vs Drax 3 00
53 RLi RMz Surfer duplicate 3 00
54 RLi RMz vs Rhino 3 00
55 RLi RMz Infinity Nightmare,p1 ....3 00
56 RLi RMz Infinity Nightmare,p2 ....3 00
57 RLi RMz Thanos 3 00
58 TSm RMz Thanos 4 00
59 RLi RMz Thanos 4.00
60 RLi RMz Midnight Sun 2.50
61 RLi RMz Collector, 1 Collection Agency 2 50
62 RLi RMz Collection Agency 2 25
63 RLi RMz Captain Marvell, Dark Silver Surfer 2 00
64 RLi RMz Dark S.Surfer 2 00
65 RLi RMz Reptyl 1 75
66 SCp RMz 1 Avatar 1.75
67 KWe RMz 1 75
68 KWe RMz 1:Khoon 1 50
69-74 ....1 50
75 ....2 50
76 ....1 50
77-81 ....1 25
82 RLi RMz Gladiator, ,dbl sz 1 75
83 TCr RMz Infinity Crusade 1 25
84 CHa RMz 1.25
85 CHa RMz bagged w/Dirt magazine 2 95
85A w/o Dirt magazine 1 25
86-91 ....1 25
92-99 ....1.50
100 dbl-sz, w/hologram cvr, battles Mephisto for soul 3 95
100A reg cvr 2.25
101-103
104 Surfer suffers nervous breakdown; new direction begins 1 50
105 Super Skrull 1 50
106 Legacy, Morg 1.50
ANNUAL 1 JSo SEn E.War 8 00
ANNUAL 2 Atlantis Attacks 4 50
ANNUAL 3 RLi JSt Lifeform 4 00
ANNUAL 4 RLi RMz Korvak 2 25
ANNUAL 5 ....2 25
ANNUAL 6 RMz 1·Legacy, pinup gallery,bagged w/card 2 95
ANNUAL 7 vs Morg 2 95
ASHCAN 0.75

MINI-SERIES (1988-1989)
1 MOe vs Galactus 3.00
2 MOe vs Galactus 2.00
HC 19.95

ENSLAVERS
HC Earth invaded 16.95

HOMECOMING (1991)
GN 8Re JSt return to Zenn-La, Moondragon 12.95

JUDGMENT DAY
GN Mephisto vs Galactus 10 95

REBIRTH OF THANOS (1993)
TPB reprints #34-38 ....12.95

RESURRECTION (1993)
1-4 ....2.50

VS. DRACULA (1994)
1 reprints Tomb of Dracula #50 ....1.75

SIMPSONS COMICS
BONGO COMICS (1993-current)
1 SVa/CVa Amaz'g Colossal Homer, flip cvr,Bongoverse poster 4.50
2 vs Sideshow Bob,flip bk. w/Patty & Selma's Romance Comics 1 95
3 Bart framed for theft 1 95
4 w/Busman,card 2.25
5-9 ....2 25

SIMPSONS COMICS EXTRAVAGANZA (1994)
TPB reprints #1-4 ....10 00

SIMPSONS COMICS AND STORIES
WELSH PUBLISHING (1993)
1 Polybagged 7.00
1A Newsstand 2.75

SIN CITY
LEGEND/DARK HORSE (1992)
SC FMi 15 00
HC FMi 25 00
HC signed & numb'd by FMi 79 95

THE BABE WORE RED AND OTHER STORIES (1994)
1-shot FMi three tales of the city 2 95

THE BIG FAT KILL (1994-1995)
1-5 FMi 2 95

A DAME TO KILL FOR (1993-1994)
1 mini-series by FMi 4 50
1A 2nd printing 2 95
2 FMi 4 00
2A 2nd printing 2.95
3 FMi Dwight vs Manute for Ava 3.25
3A 2nd printing 2.95
4 FMi Dwight on the run 2 95
5 FMi 2 95
6 FMi final issue 2 95
TPB reprints #1-6, w/ 10 new pages 15 00
HC reprints #1-6, w/ 10 new pages 25 00
HC reps #1-6, w/10 new pgs, signed & numbered 90 00

SKIN GRAFT
DC COMICS (1993)
1-4 ....2 50

SLUDGE
MALIBU (1993-current)
1 SGe 1 Sludge,1st chapter of Rune, w/coupon for Rune #0 ....2.50
1A silver foil cover 20.00
2 SGe vs Bloodstorm 1 95
3 SGe Break-Thru x-over,1·Lord Pumpkin & Pistol,vs River Men 3.00
4-11 ....1 95
12 ALp SGe Sludge vs. Prime, flip book w/Ultraverse Premiere #8 ....3 50
13 CGr BDi tracks techno serial killer 1 95

RED X-MAS (1994-current)
1 Mpl SGe Holiday one-shot 2.50

SOLAR, MAN OF THE ATOM
ACCLAIM/VALIANT (1991-current)
1 DPe JSh Second Death,p1,O.Solar ("Alpha & Omega") by BSm,p1 ....20 00
2 DPe JSh Death,p2, Origin,p2 ....18 00
3 DPe JSh Death,p3, Origin,p3 ....20 00
4 DPe JSh Death,p4, Origin,p4 ....15 00
5 DPe JSh First Strike,p1,O.,p5 ....13 00
6 DPe JSh First Strike,p2,O.,p6 ....13 00
7 DPe JSh p3,vs X-O armor,O.,p7 ....13 00
8 DPe JSh Origin p8 ....13 00
9 DPe JSh God-Child,O.,p9 ....13 00
10 DPe JSh dbl sz,black embossed cvr,1.Eternal Warrior 35 00
10A 2nd print 8 00
11 SDi JSh Unity prelude 10 00
12 DPe JSh Unity,ch9,O.Unity 6 00
13 Unity,ch17,final battle w/Unity 6 00
14 1·Bender 16 00
15 Climax to battle w/Bender 8 00
16 BLa new life in Calif 3 00
17 BLa on moon,X-O Manowar 3 00
18 vs X-O Manowar 3 00
19 virtual reality 3.00
20 vs space vessel 2 25
21-22 Afraid of the Darque,p1-2 ....2 25
23 splits self into two beings 4.00
24 ....2.25
25 PGr KVh 2.25
26-28 PGr KVh 2 25
29-45 ....2.25
46 Brave New World,p1 ....2.50
47 DGi DJu Brave New World,p2 ....2.50
48 DGi DJu Brave New World,p3 ....2 50
49 DGi DJu Brave New World,p4 ....2.50
TPB reprints #1-4, does not include the Alpha & Omega chapters 9 95

ALPHA & OMEGA (1994)
TPB reprints #1-10,poster 9 95

SOLAR, MAN OF THE ATOM #0 (1995)
TPB reprints origin 9.95

SOLO AVENGERS
MARVEL (1987-1989)
1 MBr TDe Hawkeye stones begin 4 00
2 MBr TDe Hawkeye 2.50
3 MBr TDe Moon Knight,Batroc 1.75
4-20 ....1.25
becomes *Avengers Spotlight*

THE SOLUTION
MALIBU (1993-current)
0 incentive book 15.00
1 DRb JHu 1.95
1A silver foil cover 20.00
2 DRb JHu vs 2.50
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WIZARD PRICE GUIDE

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2 ....3.50
3-18 ....2.50

STAR TREK: DEEP SPACE NINE

MALIBU (1993-current)
0 dbl-sz, fully painted art; O: Deep Space Nine station 2.95
1 from TV series, Direct Mkt. edition, regular cvr 3.00
1A newsstand ed, photo cvr 1.95
1B Dual Foil Collector's Limited ed, enhanced gold & silver foil logo on flat black matte-finish cvr 20 00
1C gold foil edition 15.00
2-16 ....2 50
17 Bajoran/Cardassian halfbreed 2 50
18 Dax's past, Maquis b'kup story 2 50
19 threatened by wormhole 2 50
20 Sisko critically wounded 2 50
21 smuggling problem 2 50
22 Quark takes command 2 50
23 Secret of the Lost Orb, p1 ....2 50
ANNUAL 1 The Looking Glass War 3.95

HEARTS AND MINDS (1994)
1 Klingons prepare for war with the Cardassians 2 50
1A hologram cover edition 20 00
2 crew investigates disappearance of Klingon ship 2 50
3 Into the Abyss; includes preview of upcoming x-over w/ST.TNG 2 50
4 final issue, Romulan plot 2 50

LIGHTSTORM (1994)
1 sequel to "Hearts & Minds" 3.50
1A silver foil edition 20 00

THE MAQUIS (1995)
1 mini-series about renegades 2 50
1A photo cover edition 2.50
2-3 ....2.50

STAR TREK: DEEP SPACE NINE- CELEBRITY SERIES

MALIBU (1995-current)
1 tale written by Mark ("Sarek") Lenard; Romulan diplomat on station 2.95

STAR TREK: GENERATIONS

DC COMICS (1994)
PF GPu MFr Prestige Format adaptation of latest Trek film 5.95
NF new format edition 3.95

STAR TREK: THE NEXT GENERATION

DC COMICS

MINI-SERIES (1988)
1 ....12 00
2 ....9 00
3-6 ....4.00

REG SERIES (1989-current)
1 ....12 00
2 ....7 50
3 ....6 50
4-6 ....5 00
7-12 ....4 00
13-30 ....3.00
31-38 ....2 50
39-46 ....2.00
47-49 Worst of Both Worlds, p1-3 ....2 00
50 Worlds, p4, double sz 3.50
51-60 ....1.75
61-70 ....1.95
71 War of Madness, p1 ....2.50
72 War, p 2, the Tholians attack 2 50
73 War, p.3; caught in Tholian web 2.50
ANNUAL 1 ....3 00
ANNUAL 2 ....3.50
ANNUAL 4 ....3 50
ANNUAL 5 ....3 95
SPECIAL 1 3 new stories 3 50
SPECIAL 2 3 new stories 3 95

THE BEST OF ST.TNG
TPB reprints various stories 19 95

MODALA IMPERATIVE (1991)
1-4 Spock & McCoy 1 75

SHADOWHEART (1994-1995)
1 mini-series spotlighting Klingons 1.95
2-4 ....1 95

THE STAR LOST (1994)
TPB reprints #20-24 ....14 95

ST TNG-BEGINNINGS (1995)
TPB reprints first mini-series 19.95

ST.TNG-THE SERIES FINALE (1994)
JPk/JMz MFr adapt'n of last episode 3 95

STAR TREK: THE NEXT GEN./DEEP SPACE NINE

DC COMICS (1994-current)
1 GPu MFr Trek crossover w/Malibu; Note: each publisher released two issues of this 4 part mini-series 2 50
2 GPu MFr conclusion of x-over 2.50

MALIBU (1994-current)
1 GPu Mlk Trek crossover w/DC; Note: each publisher released two issues of this 4 part mini-series 2.50
1A gold foil edition 25.00
2 new alien menace 2.50

STAR TREK: VOYAGER- THE PREMIERE EPISODE

MALIBU (1995)
A RDa MWb first part of adaptation of television episode 2.50
A newsstand edition 2.50
B RDa MWb c'clusion of adaptation 2 50
B newsstand edition 2 50

STAR WARS

MARVEL (1977-1986)
1 ....31 50
1A 35-cent cover w/UPC code 375 00
2-6 ....6 00
7-12 ....3.00
13-24 ....2.50
25-40 ....1 75
41-106 ....1 50
107 WPo final issue 7.00
ANNUAL 1 ....3 00
ANNUAL 2-3 ....2.50

STAR WARS

MARVEL
1 UK version 2.95

STAR WARS

DARK HORSE
1-3 UK Edition 2.95

STAR WARS: DARK EMPIRE

DARK HORSE (1991-1992)
1 CKe TVe sequel to Return of The Jedi 30.00
1A platinum ed 45.00
1B gold ed 35.00
2 CKe TVe scarce 36 00
2A platinum ed 50.00
2B gold ed 51.00
3 CKe TVe 15 00
3A platinum ed 20.00
3B gold ed 25 00
4 CKe TVe 12 00
4A platinum ed 20.00
4B gold ed 10.00
5 CKe TVe 12.00
5A platinum ed 20 00
5B gold ed 15.00
6 CVe TVe 10 00
6A platinum ed 15.00
6B gold ed 10.00
TPB 16 95

DARK EMPIRE II (1994-1995)
1 CKe TVe Luke sets out to rebuild the Jedi Knights 2 95
2-5 ....2.95
6 CKe TVe final issue; the Empire wants Han & Leia's kids 2.95

STAR WARS: DROIDS

DARK HORSE (1994)
1 solo series for C3PO & R2-D2 ....2.95
2-6 ....2.50
SPECIAL reps story from DARK HORSE COMICS 2.50
TPB collects #1-6, and stories from D H COMICS & Topps' STAR WARS GALAXY magazine 17.95

2ND SERIES (1995-current)
1 deputized droids must arrest fugitive on smuggler planet 2 50
2 marooned on Nar Shaddaa 2.50

STAR WARS: JABBA THE HUTT

DARK HORSE (1995)
1-shot AWt JWo story about everyone's favorite galactic gangster 2 50

STAR WARS: RIVER OF CHAOS

DARK HORSE (1995-current)
1 JBr LSi Imperial officer sent to infiltrate rebellion on planet M'Haeli 2.50

STAR WARS: TALES OF THE JEDI

DARK HORSE (1993-1994)
1 ....5 00
2 ....4 00
3 ....4.00
4 ....3 00
5 DRc TVe Nomi vs Bogga 3.00
TPB reprints series 14.95

DARK LORDS OF THE SITH, BOOK ONE (1994-1995)
1 Bg'd w/card 2.50
2-6 ....2 50

THE FREEDON NADD UPRISING (1994)
1 young Jedi on planet Onderon 2.50
2 Ulic teams with Nomi 2 50

STATIC

DC COMICS (1993-current)
1 Direct Market edition, O: Static 3 50
1A Newsstand edition 1 50
1B Platinum Edition 20.00
2-13 ....1.50
14 Worlds Collide, p14, x-over concludes 2.50
15-23 ....1.75
24 meets Dusk 1 75
25 double-size 3.95

STEEL

DC COMICS (1993-current)
0 CBt LSi is J.H Irons a metahuman? 1.50
1 CBt JBg/LSi solo ser's for J. H. Irons 1.50
2-11 CBt JBg/LSi 1.50
12 battles invaders in outer space 1.50
13 CBt LSi must save Maxima 1 50
14 CBt LSi joins Superman in DC 1.50
15 CBt LSi pursued by White Rabbit's agents 1.50
16 CBt LSi family member disappears 1 95
17 CBt DMi hunts K'napped nephew 1.95
ANNUAL 1 URa JBg/JBd Elseworlds story set in 1800's 2.95

STORMWATCH

IMAGE (1993-current)
0 O Stormwatch, bagged w/card 2 50
1-2 ....1 95
3 1: Backlash 4.00
4-7 ....1 95
8 S'Watch teams w/RipClaw 1 95
9 R-S'Watch Pnme, 1.Delile 2 50
25 Images of Tomorrow book 2 50
10 team battles Talos in Japan 1 95
10A variant cover 9.50
11-16 ....1.95
17 team moums Battalion, R-Argos 2 50
18 MAt RMz 2 50
19 MAt RMz M.A.D.-1 returns 2 50
20 MAt RMz Winter goes to Russia 2 50
21 M A D.-1; team heads into battle against the WildC A T-s 2 50
22 WildStorm Rising, p9, includes 2 cards 2 50
22A newsstand edition, no cards 1.95
ASHCAN 1 ....5 00
SOURCEBOOK secret classified info 2.50
YEARBOOK 1 team sent to other dimension 3.50

STORMWATCH #8

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1 Movie photo cvr 1,600 00
2 800 00
3-6 500 00
7-8 400 00
9 1&O:Captain Comet 850 00
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13-18 300 00
19-24 250 00
25-36 200 00
37-38 175 00
39 Seduction issue 250 00
40-48 175 00
49 Last Capt. Comet story 175 00
50-53 110 00
54 1st Code-approved issue 100 00
55-75 70 00
76-99 50 00
100 Anniversary issue 75 00
101-116 30 00
117 1&O.Atomic Knights 350 00
118-119 30 00
120 2nd Atomic Knights 150 00
121-122 30 00
123 Atomic Knights 80 00
124-125 25 00
126 Atomic Knights 80 00
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132 Atomic Knights 40 00
133-134 25 00
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138 Atomic Knights 40 00
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150 Atomic Knights 33 00
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153 Atomic Knights 27.00
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156 Atomic Knights 27 00
157-158 20.00
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160 Atomic Knights 27.00
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163 Star Rovers 11.00
164-176 11.00
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181-183 8.00
184 Animal Man 110.00
185-189 8 00
190 1 Animal Man in costume 125 00
191-194 4 00
195 Animal Man 75 00
196-200 4.00
201 Animal Man 75.00
202-204 4 00
205 1&O Deadman 45.00
206 32 00
207-210 23 00
211-216 16 00
217 Adam Strange 4 00
218-221 4 00
222 Adam Strange 10 00
223-225 4 00
226 Adam Strange text story 4 00
227-244 4 00

THE STRANGERS
MALIBU (1993-current)
1 RHo SEn 1.Atom 8ob,Electrocute, Grenade,Lady Killer,Spectral,Zip Zap & Ynal,O:Nightman 4 00
1B hologram edition 20 00
1C Ultra-limited/foil edition 10.00
1D gold hologram edition 25.00
2 RHo SEn bagged w/Ultrav. card 3 50
3 RHo SEn vs TNTNT 2 50
4 RHo SEn Hardcase x-over,p2 2.75
5 RHo SEn vs Deathwish 2.75
6 RHo SEn Ynal officially joins team 2 25
7 RHo SEn 1·Supra,Empire 7. 1 95
8 quest for Ynal's origin begins 1 95
9 RHo SEn vs Jolly Roger 1 95
10 RHo SEn 1 95
11 RHo SEn in Alderson Disk 1.95
12 RHo SEn wraparound cvr 1 95
13 MGu SEn team up w/Mantra 3.50
14-20 1.95
21 2.50
22 2.50
23 battle against Taboo 2 50
24 Taboo joins forces with TNTNT 2.50
ANNUAL 1 Pilgrim; teammate dies 3 95
ASHCAN 1 (signed) 5.00
ASHCAN 1A (unsigned) 2.00

THE STRANGERS COLLECTION: JUMPSTART
MALIBU (1994)
TPB reprints issues #1-4 9 95

STRANGE TALES
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1 1,400.00
2 500 00
3-6 400 00
7-12 275 00
13-24 200 00
25-34 150 00
35 1st Code-approved issue 135 00
36-50 110 00
51-66 90 00
67-78 art: Ditko & Kirby 100 00
79 art Ditko & Kirby, Dr Strange prototype 160 00
80 art. Ditko & Kirby 95 00
81-82 art: Ditko & Kirby 80 00
83 art Ditko & Kirby,1 Grogg 100 00
84 art Ditko & Kirby, Magneto prototype 160 00
85-88 art: Ditko & Kirby 80 00
89 art: Ditko & Kirby 1st Fin Fang Foom 200.00
90-92 art Ditko & Kirby 80 00
93 1st 12-cent issue 65 00
94 Thing prototype 110.00
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97 Aunt May/Un. Ben prototype 320 00
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102 225 00
103 JKi 160 00
104 JKi 1·Paste Pot Pete 175 00
105 160 00
106 120 00
107 Human Torch vs Namor 150 00
108-109 120 00
110 1 Dr Strange and Ancient One 900 00
111 Dr Strange,1:Baron Mordo 210 00
112-113 90 00
114 acrobat disguised as Captain America, B Dr Strange series 200 00
115 O.Dr Strange 300 00
116 1st Thing x-over 75 00
117 Eel 60 00
118 1st Dr. Strange cover, Fantastic Four 85 00
119 75 00
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122 45 00
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124 40 00
125 35 00
126 1: Clea, 1 Dormammu 40 00
127 Dormammu 35 00
128 Quicksilver/S. Witch 35 00
129 35 00
130 Beatles 40 00
131-133 25.00
134 Watcher, H Torch ends 25.00
135 1&O: Nick Fury,B: N. Fury 65 00
136 JKi 25 00
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141 JKi 1 Fixer 25 00
142-145 JKi Fixer 25 00
146 JKi 1 AIM,Eternity 25 00
147 JKi AIM vs SHIELD 25 00
148 O Ancient One 50 00
149 JKi AIM vs SHIELD 22.00
150 JKi 1 Umar 22.00
151 Steranko's 1st Marvel work 40 00
152-156 JSt 20 00
157 JSt 1:Living Tribunal 25.00
158 JSt Living Tribunal 20 00
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161-162 JSt Captain America 20.00
163-166 JSt 20 00
167 JSt Classic cover 30 00
168 20 00
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ANNUAL 2 1st Spider-Man x-over (same date as Am Spider-Man #5 350.00
2ND SERIES (1973-1976)
169-170 1st Brother Voodoo 3.50
171-177 3 50
178 1 Magus,O Adam Warlock 25 00
179-181 A Warlock & Pip 12.00
182-188 reprints 3.50
3RD SERIES (1987-1988)
1-19 1 25
BOOKSHELF EDITION (1994)
SC RVi KBu Thing, Dr. Strange, & others battle monsters, produced like the MARVELS series 6.95

STRANGE TALES MARVEL MILESTONE
MARVEL (1995)
1 reprints #110, metallic ink cvr 2.95

STRANGE WORLDS
MARVEL (1958-1959)
1 325 00
2 175 00
3 160 00
4-5 150.00

STRYFE'S STRIKE FILE
MARVEL (1993)
1 various artists,info on X-characters 2.00
1A gold logo, 2nd print 1 75

STRYKE
LONDON NIGHT STUDIOS (1995-current)
0 full color special 3 00

STYGMATA
EXPRESS/ENTITY(1994-current)
0 1 Stygmata,foil-enhanced cvr 2.95
1 1 Michaela Litany 2.95
2 Epitaph and Languish 2.95
3 secrets of Ahriman Zamiel revealed 2.95
TPB reprints #1-3 6.95

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MARVEL (1968-1974)
1 JBu RTh O Sub Mariner 125 00
2 JBu RTh Inhumans 40 00
3 JBu RTh Plantman 25 00
4 JBu RTh Lord Seth 25 00
5 JBu RTh 1:Tiger Shark 30 00
6-10 20 00
11-13 15.00
14 MSe RTh Re-Intro Toro 35 00
15-18 14 00
19 MSe RTh 1:Stingray 16 00
20-22 14 00
23 MSe RTh 1 Orka 8 00
24 JBu RTh Orka,TigerShark 8 00
25 S8u RTh O Atlantis 9 00
26 S8u RTh D:Red Raven 8 00
27 S8u RTh 1:Commander Kraken 12 00
28 SBu RTh Brutivac 12.00
29 SBu RTh Hercules 9.00
30 SBu RTh Captain Marvel 9 00
31 SBu RTh Thing,Stingray 9.00
32 SBu RTh Karthon 8 00
33 SBu RTh 8 00
34-35 SBu RTh 12 00
36 SBu RTh M Namor & Dorma 8 00
37 SBu RTh D.Dorma 8.00
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1-12 1 75

SUICIDE SQUAD
DC COMICS (1987-1992)
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2-9 LMc JOs 1.75
10 LMc JOs Batman 2.50
11-12 LMc JOs 1 75
13 LMc JOs JLI 3.25
14-26 LMc JOs 1 75
27-30 JOs Janus Directive 2 50
31-39 1.50
40 JOs Batman,poster 1 75
41-43 GIs JOs Batman 1.50
44 GIs JOs 1 New Atom 1 25
45-49 GIs JOs 1 25
50 GIs JOs anniv issue 2.00

SUB-MARINER #1

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TEAM 7 #4... Cray warns the team of Craven's betrayal and the imminent arrival of a nuclear cruise missile. The team uses its powers to protect itself from the blast. Well, the 2,000 SPF sunscreen helped a little.

WIZARD PRICE GUIDE

51-65 ... 1.25
66 final issue ... 1.25
ANNUAL 1 ... 2.25

SUPERBOY

DC COMICS (1949-1979)

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2 ... 1,400.00
3-4 ... 800.00
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7-8 ... 500.00
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13-15 ... 350.00
16-18 ... 300.00
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31-37 ... 150.00
38 (1/55) ... 150.00
39 1st Code Approved issue ... 125.00
40-48 ... 100.00
49 1st: Metallo (6/56) ... 150.00
50-60 ... 85.00
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68 1&O:Bizarro (10-11/58) ... 400.00
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77 Krypto ... 50.00
78 turns into a girl ... 80.00
79 ... 50.00
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90 ... 33.00
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93 Destructo,the Superdog ... 33.00
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95 family escapes Krypton (imag) ... 20.00
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99 loses costume ... 20.00
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177 vs Luthor,Legion bkup ... 1.75
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186-195 ... 1.75
196 helps race car driver ... 2.50
ANNUAL 1 ... 75.00

becomes Superboy and the L.O.S.H.

2ND SERIES (1990-1991)

1 inspired by TV show ... 1.50
2 ... 1.00
3-14 ... 1.00

becomes Adventures of Superboy

3RD SERIES (1994-current)

0 TGr KKe story of Superboy's escape from Cadmus,battle w/Sidearm ... 1.50
1 TGr KKe ... 2.00
2 TGr KKe vs Knockout ... 1.50
3 TGr KKe vs Scavenger ... 1.50
4 TGr KKe vs disease,I cartoon ... 1.50
5 TGr KKe vs Silversword ... 1.50
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17 searches Vegas for Roxy Leech ... 1.95
ANNUAL 1 Elseworlds story ... 2.95

SUPERBOY SPECIAL

1 Lana Lang,inspired by TV show ... 1.25

SUPERBOY AND THE LEGION OF SUPER-HEROES

DC COMICS (1973-1979)

previously Superboy

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240 1&O:Dawnstar ... 2.00
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becomes Legion of Super-Heroes

SUPERGIRL

DC COMICS (1994)

1 JBr RSt solo mini-series for new Supergirl ... 2.00
2-4 ... 1.50

SUPERGIRL/TEAM LUTHOR SPECIAL

DC COMICS (1993)

1 ... 2.50

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SUPERMAN

DC COMICS (1955-1986)

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104 ... 175.00
105 Mr. Mxyzptlk ... 175.00
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152 Legion ... 45.00
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278 100 pg issue ... 4.00
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280-283 ... 1.75
284 100 pg issue ... 4.00
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416-422 ... 1.50
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ANNUAL 2 ... 200.00
ANNUAL 3 ... 150.00
ANNUAL 4 ... 125.00
ANNUAL 5 ... 85.00
ANNUAL 6 ... 75.00
ANNUAL 7 ... 55.00
ANNUAL 8 ... 45.00
ANNUAL 9-11 ... 5.00
ANNUAL 12 ... 3.00
SPECIAL 1 ... 8.25

becomes Adventures of Superman

2ND SERIES (1987-current)

0 OJu/BBd Peer Pressure,p2 ... 2.50
1 JBy JBy 1&O Metallo ... 5.00
2 JBy JBy IO Revealed ... 2.25
3 JBy JBy Legends x-over ... 2.25
4 JBy JBy 1 Bloodsport ... 2.00
5 JBy JBy vs H'v'ler'ni ... 2.00
6 JBy JBy 1:A'x'iar ... 2.00
7 JBy JBy 1 Rampage ... 2.50
8 JBy JBy vs L.O.S.H. ... 2.00
9 JBy JBy Joker ... 4.00
10 JBy JBy powers berserk ... 2.00
11 JBy JBy Mr Mxyzptlk ... 2.00
12 JBy JBy O Lori Lemaris ... 3.00
13 JBy JBy Millenium ... 2.25
14 JBy JBy Green Lantern ... 2.25
15 JBy JBy 1 Skyhook ... 2.00
16 JBy JBy Prankster ... 1.75
17 JBy JBy Silver Banshee ... 1.75
18 MMi JBy R Krypton ... 1.75
19 JBy JBy 1 Psi-Phon ... 2.00
20 JBy JBy ... 1.75
21 JBy JBy Alternate universe ... 1.75
22 JBy JBy ... 2.00
23 MMi RSt O Silver Banshee ... 2.00
24 KGa RSt Rampage ... 1.75
25 KGa RSt Brainiac ... 1.75
26 KGa RSt Invasion ... 1.75
27 KGa RSt Invasion ... 1.75
28 KGa RSt exiled to space ... 1.75
29 DJu DJu Word Bringer ... 1.75
30 KGa RSt hostile takeover ... 1.75
31-33 ... 1.75
34 KGa JOr O&D Skyhook ... 1.75
35 CSw JOr Black Racer ... 1.75
36 JOr JOr Prankster ... 1.75
37 JOr JOr Project Cadmus ... 1.75
38 JOr JOr Husque ... 1.75
39 KGa JOr Mr Olsen ... 1.75
40 JOr JOr vs four-armed terror ... 1.75
41 JOr JOr Lobo ... 3.00
42 JOr JOr Krypton Man p4 ... 1.75
43 JOr JOr Kryptonite Man ... 1.75
44 JOr JOr ... 1.75
45 JOr JOr vs Shaman ... 1.75
46 OJu JOr Jade,Obsidian ... 1.75
47 JOr JOr Soul Search p2 ... 1.75
48 CSw WLo Sinbad Contract p1 ... 1.75
49 JOr JOr Krimson Kryptonite p1 ... 1.75
50 JBy JOr p4,Lois & Clark engaged ... 5.00
50A 2nd Prnt ... 1.50
51 JOr JOr 1 Mr Z ... 2.00
52 KGa JOr vs Terra-Man ... 1.50
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53A 2nd prnt ... 1.00
54 JOr JOr Time & Time Again,p3 ... 1.50
55 JOr JOr Time & Time Again,p6 ... 1.50
56 EHa JHu Red Glass p1 ... 1.50
57 OJu OJu ... 1.75
58 OJu OJu Bloodhounds ... 1.50
59 OJu OJu Lois & Clark ... 1.50
60 1:Agent Liberty ... 2.75
61-65 ... 1.50
66 Panic in the Sky ... 10.00
67 vultures ... 1.50
68 OJu OJu vs Deathstroke ... 1.25
69 PKr DJu Pursuit of Liberty p1 ... 1.25
70-72 DJu OJu ... 1.25
73 OJu DJu Doomsday ... 6.50
74 OJu DJu Doomsday ... 9.25

75 D:Superman,Direct,black bag... 25 00
75A Platinum Edition ... 150 00
75B Newsstand Edition... 10.00
75C Newsstand,2nd printing ... 4 00
75D Newsstand,3rd printing ... 2 50
75E Newsstand,4th printing ... 2 50
76 Dju Dju Funeral for Fnend ... 3 00
77 Dju Dju Funeral for Fnend ... 2.00
78 Dju Reign of the Supermen, p3, Collector's Edition ... 1.95
78A Dju Reign of the Supermen, p3, Newsstand Edition... 1.50
79 Dju Reign,p7 ... 3 00
80 Dju Reign,p11 ... 2.00
81 Dju Reign,p15 ... 2.50
82 Dju Reign,p20,true Superman revealed,Collector's Editon, chromium front cover,no ads ... 5.50
82 Newsstand Edition ... 4.50
83 Dju ... 1 50
84 Dju vs Toyman,D.Cat's son ... 1.50
85 Dju captures Toyman ... 1 50
86 Dju left in space ... 1 50
87 Slm Dju Bizarro's World,p1 ... 1 50
88 Bizarro's World,p5 ... 1 50
89 help from Project Cadmus ... 1.50
90 Dju Battle for Metropolis,p3 ... 1 50
91 JRu Dju Fall of Metropolis,p3 ... 1 50
92 JRu Dju ... 1 50
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94 body in tomb proven to be the real Supes ... 1 50
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97 BBd Dju Shadow-Dragon ... 1 50
98 BBd Dju Toyman's madness ... 1 50
99 GKa Dju Agent Liberty ... 1.50
100 Dju dbl-sz; Death of Clark Kent,p1; Ma & Pa Kent ambushed; h'graphic foil-enhanced cover ... 3.95
100A alternate,non-enhanced cvr ... 2.95
101 GKa Dju Death of C Kent, p5 ... 1 95
102 GKa Dju Captain Marvel... 1.95
ANNUAL 1 RFr JBy 1:Titano ... 2.75
ANNUAL 2 RFr RSt vs Guardian ... 4.75
ANNUAL 3 DAb Dju Arm. 2001 ... 6 00
ANNUAL 3A 2nd print ... 2 00
ANNUAL 4 Eclipso ... 2 50
ANNUAL 5 Bloodlines,p6 1 Myriad ... 2 50
ANNUAL 6 Elseworlds story ... 2 95
ANNUAL 7 Dr. Occult... 3.95

SUPERMAN BOOKS

DC COMICS

THE DEATH OF SUPERMAN (1993)

TPB ... 4 95

THE EARTH STEALERS (1988)

1 CSw JBy Prestige Format ... 3.95

LEGACY OF SUPERMAN (1993)

1 One-shot,AAd cover ... 2 50

LOIS & CLARK: THE NEW ADVENTURES OF SUPERMAN (1994)

TPB reprints various stories ... 9.95

PANIC IN THE SKY (1993)

TPB reprints Panic storyline ... 9.95

SPEEDING BULLETS (1993)

SC Elseworlds tale,Batman mythos integrated into Superman origin ... 4.95

SUPERMAN ARCHIVES

1 HC reprints Superman #1-4 ... 39.95
2 HC reprints Superman #5-8 ... 39.95
3 HC reprints Superman #9-12 ... 39 95
4 HC reprints Superman #13-16 ... 49 95

SUPERMAN/DOOMSDAY: HUNTER/PREY (1994)

1 prologue to major rematch,PF, R:Doomsday & Cyborg,Darkseid ... 6.00
2 vs Cyborg Superman,PF ... 5.50
3 vs Doomsday,PF ... 5.50

SUPERMAN FOR EARTH

1 KGa RSt Ecology ... 4.95

SUPERMAN GALLERY (1993)

1 various artists ... 2.95

SUPERMAN: KAL (1995)

1 Elseworlds tale, S'man in medieval England ... 5 95

TIME AND TIME AGAIN (1994)

TPB reprints Superman's greatest time travel stories ... 7 50

UNDER A YELLOW SUN (1994)

SC KGa/EBa JFm novel by C Kent on struggle w/2 sides of life ... 5 95

SUPERMAN FAMILY

DC COMICS (1974-1982)
previously *Superman's Pal, Jimmy Olsen*

164 ... 2 00
165-176 100-pg issues ... 3.00
177-181 48-pg issue ... 2.00
182 Marshall Rogers art ... 3 00
183-222 ... 1 50

SUPERMAN'S PAL, JIMMY OLSEN #1

© DC Comics

SUPERMAN'S GIRLFRIEND LOIS LANE

DC COMICS (1958-1974)

1 ... 2,200.00
2 ... 600.00
3-6 ... 300.00
7-12 ... 200.00
13-18 ... 135.00
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30 1st 12-cent issue ... 55.00
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68 80 Pg Giant G-26 ... 30.00
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70 1:Silv. Age Catwoman ... 170.00
71 2nd app. of SA Catwoman ... 115.00
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74 1:Bizarro Flash ... 25.00
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77 80 Pg Giant G-39 ... 25.00
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79-85 ... 8.00
86 80 Pg Giant G-51 ... 12.00
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96-103 ... 6 00
104 80 Pg. Giant G-75 ... 8.00
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113 80 Pg. Giant G-87 ... 8.00
114-137 ... 4.00
ANNUAL 1 ... 85.00
ANNUAL 2 ... 45.00

SUPERMAN'S PAL JIMMY OLSEN

DC COMICS (1954-1974)

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2 ... 900.00
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4 1st Code-Approved issue ... 420.00
5-6 ... 350.00
7 ... 275.00
8-12 ... 225.00
13-18 ... 175.00
19-24 ... 135.00
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31-40 ... 60.00
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51-56 ... 30.00
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101-103 ... 6.00
104 80 Pg. Giant G-38 ... 15.00
105-110 ... 6.00
111-112 ... 5.00
113 80 Pg. Giant G-50 ... 10.00
114-120 ... 5.00
121 ... 4 00
122 80 Pg. Giant G-62 ... 10.00
123-130 ... 4 00
131 80 Pg. Giant G-74 ... 10.00
132-133 ... 4 00
134 1st: Darkseid ... 10 00
135-139 ... 4 00
140 80 Pg. Giant G-86 ... 10.00
141-163 ... 4 00
becomes *Superman Family*

SUPERMAN: THE MAN OF STEEL

DC COMICS (1991-current)

0 JBg LSi Peer Pressure,p1, 1.Conduit 2 50
1 JBg LSi Krypton Man. ... 3 00
2-10 ... 1.25
11-16 ... 1.25
17 JBg LSi Doomsday ... 11 50
18 JBg LSi Doomsday ... 11.00
19 JBg LSi Doomsday ... 6.50
20-21 JBg LSi Funeral for Fnend ... 3.00
22 JBg LSi Reign of the Supermen, p2, Collector's Edition ... 1.95
22A JBg LSi Reign of the Supermen, p2, Newsstand Edition ... 1 50
23 JBg LSi Reign,p6 ... 2 50
24 JBg LSi Reign,p10 ... 2.00
25 JBg LSi Reign,p14 ... 5 00
26 JBg LSi Reign,p18 ... 2.00
27 JBg LSi vs Bloodthirst ... 1 50
28 CWj LSi powers amplified ... 1.50
29 JBg LSi Spilled Blood,p3 ... 1.50
30 JBg LSi Collector's Edition, w/"vinyl clings" of S'man,Lobo ... 3 25
30A Standard Edition ... 1 75
31 vs Underworlders ... 1 50
32 JBg LSi Bizarro's World,p4 ... 1 50
33 JBg LSi Parasite offers help ... 1 50
34 JBg LSi Battle for Metrop's,p2 ... 1 50
35 JBg LSi Worlds Collide,p1 ... 1 50
36 JBg LSi Worlds Collide,p10 1.50
37 JBg LSi ZERD HDUR ... 1 50
38-44 ... 1.50
45 JBg LSi Death of Clark Kent, p4 ... 1 95
46 JBg LSi help from Shadowdragon 1.95
ANNUAL 1 CWo RFI ... 2.50
ANNUAL 2 ENe B'lines,p2,1:Edge ... 2.50
ANNUAL 3 ... 2.95
ANNUAL 4 ... 2.95

SUPERMAN: THE MAN OF TOMORROW

DC COMICS (1995-current)

1 Lex Luthor ... 1.95

SUPERMAN: THE SECRET YEARS

DC COMICS (1985)

1-4 CSw BRo ... 1.25

SUPERMAN VS. ALIENS

DARK HORSE/DC COMICS (1995-current)

1 DJu/KNo the Man of Steel faces the lethal space creatures ... 4.95

SUPERMAN VS. SPIDER-MAN

DC COMICS/MARVEL (1976)

1 ... 12 00

SUPERPATRIOT

IMAGE (1993-current)

1 DJo KGi/ELa vs Covenant of the Sword ... 1 95
2-4 ... 1.95

SUPER-VILLAIN TEAM-UP

MARVEL (1975-1977)

1 GTu TIs B:Dr.Doom & Sub-Mariner ... 5.00
2 SBu TIs Tiger Shark ... 4 50
3 GEv JSh Attuma ... 4.25
4 HTr BMa Dr. Doom vs Namor ... 4 00
5 HTr SEn 1:The Shroud ... 5.00
6 HTr SEn FF,Shroud ... 3.75
7 HTr SEn D:Shroud ... 4 00
8 KGi SEn Ringmaster ... 3 50
9 JSh BMo Iron Man ... 3 50
10 BHI BMa Captain America ... 3 50
11 BHI BMa Red Skull ... 3 25
12 BHI BMa Dr. Doom vs Red Skull ... 3 75
13 KGi BMa Namor vs Krang ... 3 25
14 BHI BMa Magneto, X-Men ... 4 00
15-17 ... 3.00
GIANT SIZE 1 JBu RTh ... 6 50
GIANT SIZE 2 MSe RTh 1:Andro ... 5 50

SUPREME

IMAGE (1992-current)

1 BMu RLd ... 5 00
1A Gold ... 10 00
2 ... 3 50
3-4 ... 2.25
5 vs Khrome ... 1.95
6 ... 1.95
7-8 ... 1.95
9 visits Kid Supreme ... 1.95
10 Supreme interviewed live ... 1.95
11 Extreme Prejudice,p4 ... 1.95
11A (Pedi cover) ... 5.00
12 aftermath of Extreme Prejudice ... 6 50
25 Im. of Tomorrow bk,Platt cvr ... 5.75
13 Supreme Madness,p1 ... 2.50
14 Supreme Madness,p2 ... 2.50
15 p3, meets Spawn ... 2.50
16 p4, battles StormWatch ... 2 50
17 Supreme Madness,p5 ... 2 50
18 Supreme Madness,p6 ... 2.50
19 battle w/the underworld begins ... 2 50
20 clamps down on underworld ... 2 50
21 Supreme seeks Thor's hammer ... 2.50
22 conflict with Thor ... 2 50
23 Extreme Sacrifice,p1, bgd w/card 2 50
24 searches for his stolen mind ... 2 50
26 seeks answers in Washington, D.C.; NOTE: #25 shipped under "Images of Tomorrow" storyline ... 2.50
27 Cortex ... 2 50
28 prelude to "Supreme Apocalypse" 2.50

WarBlade #2 ... WarBlade and Ripclaw are conned by a Daemonite into tracking down some artifact pieces in order to keep them from another Daemonite, when in fact, the first guy wants them for himself.

WIZARD PRICE GUIDE

ASHCAN 1 ..... 23 00
ASHCAN 2 ..... 15 75
ANNUAL 1 ..... 2.95

GLORY DAYS (1994)

1 story of Supreme during WWII 2.95
2 conclusion of mini-series 2.50

SWAMP THING

DC COMICS (1972-1976)

1 BWr LWe 60.00
2 BWr LWe 25 00
3 BWr LWe 15.00
4-6 BWr LWe 15 00
7 BWr LWe Batman 20.00
8-9 ..... 12 00
10 Last Wnghtson issue 12.00
11-22 ..... 4.00
23 R Alec Holland 4.00
24 ..... 4.00

DARK GENESIS (1991)

TP8 reprints #1-10 (1st series), House of Secrets #92 ..... 19.95

2ND SERIES

previously *Saga of the Swamp Thing*

46 S8s AMo Crisis 2.75
47-49 S8s AMo 2.50
50 S8s AMo double size 3.25
51 AMo 4.00
52 AMo Arkham Asylum 4 00
53 AMo Batman 5.00
54-64 AMo 2.25
65-66 ..... 2.00
67 ..... 3.50
68-78 ..... 2 00
79 Superman 3 00
80 ..... 2.00
81 Guy Gardner 3 00
82-83 ..... 2.00
84 Morpheus 10.00
85-99 ..... 2.00
100 double size 2.00
101-113 ..... 2 00
114-128 ..... 1.75
129 Vertigo begins 1.75
130 ..... 1.75
131-132 ..... 1.95
133 vs Thunder Petal, PCh pin-up 1 95
134-137 ..... 1.95
138 Arcane reborn, Abby leaves ST 1 95
139 x-over w/Black Orchid 1 95
140 PHe GMo/MMr new direction 1.95
141 PHe GMo/MMr Alec's quest 1.95
142 PHe GMo/MMr on Soul Train 1 95
143 PHe GMo/MMr 1.95
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145 PHe MMr searches for Linda 1.95
146 PHe MMr goes to Amsterdam 1.95
147 PHe MMr vs.hunter; P.Stranger 1.95
148 PHe MMr R Sargon the Sorcerer 1.95
149 PHe MMr battles Sargon 1.95
150 PHe MMr dbl-sz, final battle with Sargon, discovers true destiny 2.95
151 PHe MMr River- Run prologue: ST meets Anna 1.95
152 PHe MMr River- Run, p1 ..... 1.95
153 CWe MMr River- Run, p2 ..... 1.95
154 PHe MMr Run, p3; meets Abigail Arcane 2.25
155 PHe MMr Solomon Grundy 2 25
156 PJi MMr River- Run, pS 2.25
ANNUAL 4 8atman 3.00
ANNUAL 5 NGa 8rother Power 3.25
ANNUAL 6 ..... 3.25
ANNUAL 7 Children's Crusade 3.95

TAINTED

DC COMICS (1994)

1-shot ADv JDe Vertigo Voices psycho thriller 4 95

THE TALE OF ONE BAD RAT

DARK HORSE (1994-1995)

1-4 8Ta runaway girl on London streets with pet rat 2.95

TALES OF SUSPENSE

MARVEL (1959-1968)

1 ..... 950.00
2 Steve Ditko cover 375 00
3 ..... 305 00
4 ..... 255.00
5-12 ..... 205.00
13-15 ..... 150 00
16 Iron Man prototype 225.00
17-25 ..... 150 00
26 1st 12-cent issue 100 00
27-38 ..... 80 00
39 OHe SLe 1&O&8:Iron Man 2,600 00
40 DHe SLe 1· Gold armor 990 00
41 OHe SLe 3rd Iron Man 565 00
42 DHe SLe 235 00
43-45 OHe SLe 235.00
46-47 OHe SLe 150 00
48 SOi SLe gets new armor 175.00
49 OHe SLe 1st X-Men/Avengers crossover 130 00
50-51 OHe SLe 75.00
52 1:Black Widow 100 00
53 ..... 75.00
54-56 ..... 55 00
57 1&O:Hawkeye 110 00
58 Capt. Amer vs Iron Man 200 00
59 8: Capt Amer. & Iron Man 1st solo Captain America story in S A 180 00
60 2nd Hawkeye 85 00
61-62 ..... 55 00
63 O: Captain America 150.00
64 ..... 70 00
65 1st Silver Age Red Skull 80 00
66 Silver Age Red Skull 80 00
67-78 ..... 34 00
79 1:Cosmic Cube, AIM 40 00
80-81 Red Skull w/Cube 25 00
82-96 ..... 34 00
97 1:Whiplash 35.00
98-99 ..... 50.00

becomes *Captain America*

TALES OF SUSPENSE MARVEL MILESTONE

MARVEL (1994)

1 reprints Tales of Suspense w/metallic ink cover 2 95

TALES OF SUSPENSE MARVEL SELECT EDITION

MARVEL (1994)

SC CMc JRb all new story done in style of MARVELS series 6 95

TALES OF THE BEAHWORLD

BEANWORLD PRESS/ECLIPSE (198S-1991)

1 ..... 15 00
2 ..... 8 00
3-10 ..... 5.00
11-19 ..... 3.00

TALES OF THE GREEN LANTERN CORPS

DC COMICS (1981)

1-3 ..... 1.25

TALES OF THE LEGION OF SUPER-HEROES

DC COMICS (1984-1987)

previously *Legion of Super Heroes*

314-320 ..... 2.00
321-354 reprints 1.00

TALES OF THE MARVELS: BLOCKBUSTER

MARVEL (1995)

1 SMa M8o retelling of Fantastic Four's battle w/Terrax, and the ordinary people affected by it 5 95

TALES OF THE NEW TEEN TITANS

DC COMICS (1982)

1-4 GPe MWo Origins of Titans 2 25

TALES OF THE TEEN TITANS

DC COMICS (1984-1988)

previously *New Teen Titans* (1st)

41 GPe MWo D:8rother 8lood 2.25
42 GPe MWo Deathstroke, The Judas Contract p1 ..... 2 25
43 GPe MWo p2,Deathstroke 2 25
44 GPe MWo p3,O Deathstroke, 1:Jericho,1 Nightwing 3 00
45-59 GPe MWo 2 25
60 rep New Teen Titans (2nd) #1 ..... 1 00
61-91 reps Titans (2nd ser) books 1 00
ANNUAL 3 GPe MWo D:Terra, Deathstroke,Judas p4 ..... 3 00
ANNUAL 4-5 ..... 1 25

TALES OF THE TEENAGE MUTANT NINJA TURTLES

MIRAGE (1987-1989)

1 ..... 10 00
2 ..... 5 00
3 ..... 5 00
4-7 ..... 4 00

TALES OF THE UNEXPECTED

DC COMICS (1956-1968)

1 ..... 700 00
2 ..... 350 00
3 ..... 300 00
4 ..... 250 00
5-6 ..... 200.00
7-12 ..... 175.00
12-18 ..... 125 00
19-24 ..... 100 00
25-30 ..... 80 00
31-39 ..... 70 00
40 8 Space Ranger 575.00
41-42 Space Ranger 215.00
43 1st Space ranger cvr 410.00
44-48 ..... 175.00
49 ..... 125.00
50-51 ..... 100.00
52-60 ..... 80 00
61-67 ..... 65 00
68 1st 12-cent issue 40 00
69-81 ..... 40 00
82 L:Space Ranger 40.00
83-90 ..... 20.00
91-100 ..... 15 00
101-104 ..... 10.00

becomes *Unexpected*

TALES TO ASTONISH #49

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TALES TO ASTONISH

MARVEL (1959-1968)

1 ..... 1000.00
2 cover by Ditko 350.00
3-12 ..... 200 00
13-24 ..... 150 00
25-26 ..... 100 00
27 JKi SLe 1:Henry Pym in "The Man In The Ant-Hill!" 2,200.00
28 Gorilla Man, 1st 12-cent issue 90 00
29 Space 8easts 90 00
30-34 ..... 90 00
35 JKi SLe 1·Henry Pym as Ant-Man (in costume) Ant-Man series begins 1,050.00
36 JKi SLe vs Comrade X 400 00
37 JKi SLe vs Protector 200 00
38 JKi SLe 1:Egghead 200 00
39 JKi SLe Scarlet 8eetle 200.00
40 JKi SLe Hijacker 200 00
41 OHe SLe Kulla 130 00
42 OHe SLe Jason Cragg 130 00
43 OHe SLe Time-Master 130 00
44 JKi SLe 1 Wasp 200 00
45 DHe SLe Egghead 100 00
46 DHe SLe vs a cyclops 100.00
47 DHe SLe Trago 100 00
48 DHe SLe 1:Porcupine 100.00
49 JKi SLe 1:Eraser,1 Henry Pym as Giant-Man 150.00
50 JKi SLe 1 Human Top 65 00
51 JKi SLe Human Top 65.00
52 DAy SLe 1·8lack Knight 65.00
53 DAy SLe Porcupine 65 00
54 DHe SLe El Toro 65 00
55 DAy SLe Human Top 65 00
56 DAy SLe 1:Magician 65.00
57 DAy SLe Spider-Man 85.00
58 DAy SLe Magician 65 00
59 DAy SLe Hulk 100 00
60 SDi SLe 8:Hulk stones in 1/2 of the books 125 00
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62 SDi SLe 1:Leader 45 00
63 SDi SLe O·Leader 45 00
64 SDi SLe General Ross 45 00
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66 JKi SLe 1:Mdm Macabre 45 00
67 JKi SLe Hidden Man 45.00
68 JKi SLe Human Top 45 00
69 JKi SLe L Giant-Man & Wasp 45 00
70 AAu SLe 8 Sub-Manner 70.00
71-72 AAu SLe Krang 32 00
73-74 JKi SLe Watcher 32 00
75 JKi SLe 1·King Arrkam 32 00
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77 JKi SLe IR Hulk 32 00
78 AAu SLe Puppet Master 32 00
79 JKi SLe Hercules 32 00
80 GCo SLe Puppet Master 32 00
81 JKi SLe 1:8oomerang, 1:Secret Empire 32 00
82 JKi SLe Iron Man 45 00
83 JKi SLe 8oomerang 32 00
84 GCo SLe S Empire 32 00
85 GCo SLe HYDRA 32 00
86-87 J8u SLe 8oomerang 32 00
88 GKa SLe D 8oomerang 32 00
89 GKa SLe Stranger 32 00
90-91 GKa SLe 1:Abomination 32 00
92 DAd SLe It 40 00
93 MSe SLe Silver Surfer 40 00
94 MSe SLe High Evolutionary 32 00
95-96 MSe SLe H Evolutionary 32 00
97 WRo SLe X-Men cameo 32 00
98 WRo SLe 1:Lord Seth 32 00
99 OAd AGo Lord Seth 32 00
100 MSe SLe Puppet Master 40 00
101 MSe SLe Asgard 60.00

becomes *Incredible Hulk*

2ND SERIES (1979-1981)

1-14 rep Sub-Mariner #1-#14 ..... 1 75

BOOKSHELF EDITION (1994)

1 JEs PDa painted graphic novel w/acetate cover, Hulk, Hank Pym & Wasp vs Loki 6 95

TANK GIRL

DARK HORSE (1991)

1 from U.K. Deadline Magazine 5 00
2 ..... 3 50
3-4 ..... 3 00

SECOND SERIES (1993)

1 ..... 3.50
2-4 ..... 2.50

TANK GIRL

DC COMICS (1995)

SC APr PMi adaptation of movie 5 95

TANK GIRL: THE ODYSSEY

DC COMICS (1995-current)

1 JHe PMi Tank Girl embarks on journey to save 8ooga 2 25
2 JHe PMi Land of Milk and Money 2.25

TEAM 7

IMAGE (1994-1995)

1 mini-series for new team 4.50
1A variant cover 8.00
2-4 ..... 2 50

OBJECTIVE· HELL (1995-current)

1 WildStorm Rising, prologue; includes 2 cards 2.50
1A newsstand edition, no cards 1.95

TEAM TITANS

DC COMICS (1992-1994)

1A KMa MWo O·Terra 1.75
1B KMa MWo O·Mirage 1.75
1C KMa MWo O:Nightrider 1.75

1D KMa MWo O Redwing 1.75
1E KMa MWo O:Killowat 1.75
2-21 1.75
22-23 1.95
24 ZERO HOUR,final issue 1.95
ANNUAL 1 ANi MWo Bloodlines, p22,1:Chimera 3.50

TEAM YOUNGBLOOD

IMAGE (1993-current)
1-8 1.95
9 RLd 3.75
10 RLd/ESp/CYa 2.50
11 RLd/ESp/CYa 1.95
12 RLd/ESp/CYa 2.50
13 CYa ESp Riptide bares all 2.50
14 RLd/ESp/CYa 2.50
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TEENAGE MUTANT NINJA TURTLES #58
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1 MTe 1:Union, StormWatch ... 2.50
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6 JBu CCI Tyger Tyger, TMc back cover, Roughse, Bldsprt ... 8.00
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43 MSi LHa Cable, Nick Fury ... 4.00
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50 MSi LHa O:Wolvenne, X-Men, dbl sz, die-cut cvr, D The Professor ... 7.00
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57 MSi LHa D Manko ... 3.00
58-69 ... 2.50
70-74 ... 2.00
75 AKu LHa Fatal Att'ns, p5, Wolvie deals w/physical changes, dbl size, wrapar'd cvr w/hologram ... 12.00
76 AKu LHa in Canada, A. Flight ... 2.00
77-80 ... 1.75
81-84 ... 1.95
85 AKu LHa Final Sanction, p1, lead-in to Generation X, foil-stamped cvr ... 3.50
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86 AKu LHa Bloodscream ... 1.95
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becomes *Weapon X* for four issues
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TPB repnnts MCP #108-116 ... 6.95

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WONDER MAN

MARVEL

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ANNUAL 1 DRb GJo System Bytes ... 1.25

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WEB OF SPIDER-MAN #125... Pete chases down another couple of Prof. Warren and Gwen clones. The new Green Goblin appears and tries to help, but Spidey ends up having to save Gwen from falling off the bridge again. She lives this time.

WIZARD PRICE GUIDE

ANNUAL 2 bagged w/card, 1:Hit-Maker 2.95

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DC COMICS (1959-1986)

105 O:Wonder Woman 260.00
106-107 adventure in space 40.00
108-110 ....40.00
111-114 ....30.00
115 Angle Man 30.00
116-120 ....30.00
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122 1 Wonder Tot 20.00
123-126 ....20.00
127 ....12.00
128 O:Invisible Plane 10.00
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130 Angle Man 10.00
131-158 ....6.00
159 O:W Woman 7.00
160-170 ....6.00
171-178 ....5.00
179 B:No costume; 1: I-Ching 4.00
180 D:Steve Trevor 4.00
181-195 ....4.00
196 O:W Woman 5.00
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283 Joker 2.50
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329 Crisis,double sz,final issue, M:W Woman & S. Trevor 2.00

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TPB reprints #1-3 ....19.95

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MALIBU (1994-current))

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X
DARK HORSE (1994-current)

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11 battles Coffin 2.50
12 cops go after Monster 2.50
13 war claims unexpected casualty 2.50
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DARK HORSE (1994)

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MARVEL (1995)

previously *Excalibur*

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4 ....1.95

returns to *Excalibur*

THE ULTIMATE X-CALIBRE (1995)

SC reprints #1-4, gold etch cvr 8.95

XENOBROOD
DC COMICS (1994-1995)

0 TCk DMo mini-series for new team 1.50
1-6 ....1.50

XENYA
SANCTUARY PRESS (1994-current)

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MARVEL (1986-current)

1 JGu BLa 1&O:X-Factor, 1:Rusty,1.Cameron Hodge 12.00
2 JGu BLa 1:Tower,1 Artie 6.00
3 JGu BLa Beast de-furred 6.00
4 KPo BLa 1:Frenzy 6.00
5 JGu BLa 1 Apocalypse (shadow) 6.50
6 JGu BLa 1:Apocalypse (full) 12.00
7 JBu BLa 1:Glow Worm, Bulk,Skids 5.00
8 MSt LSt Freedom Force 4.75
9 TSh LSt Freedom Force 4.75
10 WSt LSt Mutant Massacre 4.75
11 WSt LSt 1:Berzerker 4.75
12 MSt LSt 1:Famine(normal form),Vanisher,Boom Boom 4.50
13 WSt LSt Master Mold 4.50
14 WSt LSt Master Mold 5.50
15 WSt LSt faked death of Angel 5.00
16 DMa LSt O.Skids 4.50
17 WSt LSt Thor,1:Rictor 5.00
18 WSt LSt O:Archangel 5.00
19 WSt LSt Horsemen 5.00
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21 WSt LSt 1.The Right 5.00
22 SBu LSt The Right 5.00
23 WSt LSt 1:Archangel 12.00
24 WSt LSt 1:complete Archangel 15.00
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26 WSt LSt Fall/Mutants 5.00
27 WSt LSt J:Ship 3.25
28 WSt LSt 1:Infecta 3.50
29 WSt LSt 3.25
30 WSt LSt Beast infected 3.25
31-33 WSt LSt 3.25
34 WSt LSt D:Candy Southern 4.25
35 TSh LSt 3.00
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39 WSt LSt Infernomo 3.00
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43 AMt LSt Judgment War p1 ....3.00
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49 PSm LSt p6 ....3.00
50 RBu LSt p7,dbl size, RLd & TMc cover 4.50
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54 MSt LSt Colossus,1:Cnmson 2.00
55 TSh PDa Mesmero 2.00
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57-59 ....1.75
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ANNUAL 7 JQu FNi 3.00
ANNUAL 8 1:Charon,w/card 2.95
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PRISONER OF LOVE (1990)

SC Beast 4.95

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TOPPS (1995-current)

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4A newsstand edition 2.50
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44 Shatterstar's past ... 1.95
ANNUAL 1 Shattershot p4, O Shatterstar ... 2.25
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SABOTAGE (1992)

TPB ... 6.95

X-MAN

MARVEL (1995)

previously *Cable*

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3 SSr JLb Domino ... 1.95
4 SSr JLb battles Sinister ... 1.95
returns to *Cable*

THE ULTIMATE X-MAN (1995)

SC reprints #1-4, gold etched cvr ... 8.95

X-MEN

MARVEL (1963-current)

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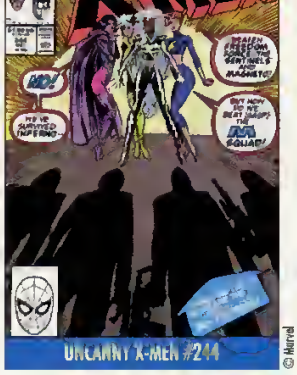

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TPB reps story arc, foil stmp'd cvr .. 12.95

IMMORTAL COMBAT (1995)

1 5th illust'd Zen novella,foil cvr 2.95

IN A BLUE MOON (1995)

1 8th illust'd Zen novella,foil cvr 2.95

MERCENARY BLUES (1994)

1 2nd illust'd Zen novella,foil cvr 2.95

MISTRESS OF CHAOS (1994)

1 first illust'd Zen novella,gold cvr 2.95

PHAEDRA (1994)

1 3rd illust'd novella, gold foil cvr 2.95

SCORPION MOON (1994)

1 4th illust'd novella, gold foil cvr 2.95

SERIES (1994-1995)

1 Tlh vs Lord Contaminous, die-cut chrom'm cvr by HNg 3.95
1A newsstand edition 2.25
2 bagged w/chrom'm card 3.50
2A standard edition 2 50
3 A Fire Upon the Earth,p3 ..... 2 50
4 Battle Beyond the Ozone,p1 ..... 2 50
5 ..... 2 50
6-7 ..... 2.95
YEARBOOK 1 HAZARDOUS DUTY 2.95

2ND SERIES (1995-current)

1 Earth gone mad 2.50
2 battles Rawhead in Moscow, bagged w/limited ed. numbered phone cd 4.95
2A reg. ed., no bag or card 2.50
3 captured by Major General Lorenz 2 50

SPRING SPECTACULAR (1994)

1 vs Lord Contanimous,foil cvr 2 50

SUMMER SPECIAL #1-VIDEO VOYAGER (1995)

TPB collects first four illustrated novellas, foil-enhanced cvr 7.95

WARRIOR (1994)

1 trapped in vicious video game 2.95

ZEN CITY (1995)

1 7th illust'd novella, foil cover 2.95

ZERO HOUR: CRISIS IN TIME

DC COMICS (1994)

4 (4-pt. mini-series numbered 4 to 0) DJu JOr part 1,temporal anamolies batter DC Universe, Flash "dies" 1.50
3 DJu JOr part 2, Justice Society deals with Flash's "death" 1.50
2 DJu JOr p3 ..... 1.50
1 DJu JOr p4, 30th & 25th centuries are consumed;P'r Girl goes into labor 1.50
0 DJu JOr p5,ZERO HOUR concludes with the birth of a new universe; comes w/timeline and card 1.50
TPB reps #4-0, plus tie-ins from Showcase '94 #8-9 ..... 9 95

ZORRO

TOPPS (1993-current)

1 MMa DMg new era in Zorro saga, FMi cover 2.50
2 MMa DMg JAl cvr,attacks army compound,learns two secrets 4 00
3 MMa DMg 1: Lady Rawhide 12.00
4 MMa DMg 1: Moonstalker 2.50
5 MMa DMg vs Moonstalker 2 50
6 VRu DMg R.Lady Rawhide 4.00
7 MMa DMg Lady Rawhide 3 00
8 MMa DMg 2 50
9 HCo DMg Machete,Lady Rawhide .. 2 50
10 HCo DMg p2, Lady Rawhide 2 50
11 HCo DMg p3, Lady Rawhide 2.50

WIZARD V.I.P.s & NETWORKERS

Wizard would like to thank the hundreds of retailers who regularly participate in our Retailer Survey Network. With their assistance, we are able to compile highly accurate data for each price guide. (Retailers: for details on becoming a Network member, please contact Bob Marshall at the address below.)

The following persons are known as **WIZARD V.I.P.s**. They are special advisors to the *Wizard* Price Guide staff, and we thank each one of them for their participation, which serves to further increase the accuracy of *Wizard*'s price guide. (Retailers who wish to become V.I.P.s should contact Jon Warren, the Senior Price Guide Editor, at Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.)

Bruno Andreacchi
B.A.'s Comics & Nostalgia
121 Oxford St. East
London, Ontario, Canada
N6A 1T4
(519) 439-9636

Ken Artley
Heroes Unlimited
16981-D Foothill Blvd.
Fontana, CA 92335
(909) 357-9129

Peter Beck
Grafik-XS
PO Box 805
Westwood, NJ 07675
(201) 666-0373

Mike Babb
Comics & Cards, Inc.
441 Georgia Highway 53
Calhoun, GA 30701
(706) 625-8527

William Christensen
Comic Covalcade
502 East John Street
Champaign, IL 61820
(217) 384-2211

John Chruscuski Jr. &
Howard Isaacs
Tropic Comics
313 S. State Rd. #7
Plantation, FL 33317
(305) 587-8878

Ed Layer, Jr.
Dream Factory/Moondog's
1201 Oakton Street, Suite 1
Elk Grove Village, IL 60007
(708) 806-6060

Rich Conley &
James Keene
Heroes & Fantasies
742 Barchester
San Antonio, TX 78216
(210) 341-5567

Keith Contarino
Contarino's Comics
2624 Greene's Lane
Powder Springs, GA 30073

Tim Cottrill
The Bookery
35 North Broad Street
Fairborn, OH 45324
(513) 879-1408

Phil Davis
B & D Comic Shop
802 Elm Street South West
Roanoke, VA 24016
(703) 342-6642

Conrad Eschenberg
Dimension Comics &
Original Art
Rt. 1 Box 204-A
Cold Springs, NY 10516
(914) 265-2649

Steve Fishler
Metropolis
7 West 18th St., 4th Floor
New York City, NY 10011
(212) 627-9691

Chris Foss
Heroes & Dragons
1561 Broad River Road
Columbia, SC 29210
(803) 731-4376

Rick Frogge
Collectors World
5751 Nolensville Road
Nashville, TN 37211
(615) 333-9458

Don Galla & Tom Fish
Frontline Collectibles
579 Warburton Ave #4
Hast-on-Hud, NY 10706
(914) 478-4676

Alan & Marsha Giroux
All About Books & Comics
517 E. Camelback
Phoenix, AZ 85012
(602) 277-0757

Dave Griffith
Book Busters
2150 Northwoods Ave #F-7
N. Charleston, SC 29406
(803) 569-0836

Frank Hideg
Legends Comics
5101 Hinkleville Road
Kentucky Oaks Mall
Paducah, KY 42001
(502) 443-2678

Jason Kolodny
ABC Comics
14786 SW 56th Street
Miami, FL 33185
(305) 383-4322

Sean Linkenback & Eric Wu
Showcase Collectibles
2880 Hokomb Bridge Rd.
Suite 19
Alpharetta, GA 30202
(404) 594-0778

Robert Letscher II
Key Comics
P.O. Box 3855
Scottsdale, AZ 85271-3855
(602) 949-8499

Jack Mollette
Mollette's Vintage
Collectibles
P.O. Box 12827
Jackson, MS 39236
(601) 853-2317

Damon McCulloch
Comics & Comix
6135 Sunrise Blvd.
Citrus Heights, CA 95610
(916) 969-0717

Todd McDevitt &
Sam Pistachio
New Dimension Comics
20550 Route 19
Cranberry Township, PA
16066-7520
(412) 776-0433

Mark Montgomery &
Kevin Sparks
Comics Heritage
3725 Wexford Drive
Martinez, GA 30907

John F. Moore III
Comix Etc.
100 Main Ave. NW
Suite 100
Hickory, NC 28601
(704) 327-4975

Jim Morgan
Grandslam Sportscards &
Comics
3436 Williams Road
Fort Worth, TX 76116
(817) 244-7311

Tom Shea
TJ Collectibles
227 Main Street
Milford, MA 01757
(508) 473-5874

Joel Thingvall
Nostalgia Zone
3149 1/2 Hennepin Ave. S
Minneapolis, MN 55408
(612) 645-5950

Nolan Wyatt
Golden Apple
7711 Melrose Ave
Los Angeles, CA 90046
(213) 658-6047

David Yocklin
Emerald City Comics &
Collection, Inc
9249 Seminole Blvd.
Seminole, FL 34642
(813) 398-2665

SHOWS & CONVENTIONS

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

JUNE 4 & 18, JULY 2 & 16, VAN NUYS

Valley's Largest Comic Book & Sports Card Monthly Show, Best Western-Airtel Plaza Hotel & Conference Center, 16201 Sherman Way (1/2 mile west of 405 Frwy.-Exit Sherman Way West), 90 tables @ $40-$50 each, $1 admission (free with this ad), 10am-4pm. Contact: EB's Sportscard & Comic Book Shows—Eric Beckerman @ 310-478-9818

JUNE 10, SAN FRANCISCO

San Francisco Sports Card & Comic Book Show, Cathedral Hill Hotel, 1101 Van Ness Avenue, Geary Blvd., 50 tables @ $50 each, $2 admission, 10am-4pm. Contact: Al Jang or Damon Jang @ 415-386-9036.

JUNE 11 & JULY 9, LOS ANGELES

LA's Biggest Card & Comic Show, LA Airport Marina Hotel, 8601 Lincoln Blvd. at Manchester (3 miles West of 405 Frwy.-Exit Manchester), 100 tables @ $40-$50 each, $1 admission (free with this ad), 10am-4pm. Contact. Eric Beckerman @ 310-478-9818.

JUNE 11, SAN MATEO

San Mateo Sports Card & Comic Book Show, Dynfey Hotel, 1770 South Amphlett Blvd., (Hwy. 92 @ Hwy. 101) 35 tables @ $50 each, $2 admission, 10am-4pm. Contact: Al Jang or Damon Jang @ 415-386-9036.

JUNE 18, JULY 9, AUGUST 6, SAN DIEGO

San Diego's Greatest Mini-Cons, at Scottish Rite Center in Mission Valley, 1895 Camino Del Rio South (take I-8, then exit on Mission Center Road to the south). 80-plus dealer tables @ $50 each, $2.50 admission, 10am-5pm with comic book, non-sports cards, and toy auction at 1pm. Guests: Stars from *X-Files*, *Star Trek* (old & new), and *Phantasm*, and more celebrities and artists to be announced for each event. The monthly conventions also include Science Fiction, Japanese animation, *Magic* cards, D&D, collectibles and movie memorabilia. Contact: Paul @ 619-284-4891.

JUNE 30-JULY 3, SAN FRANCISCO

ManaFest '95, Cathedral Hill Hotel, 1101 Van Ness Avenue, many tables available, $20 weekend or $15 day admission, 6pm (Friday) to 12 noon (Monday). This 24-hour-a-day collectable game festival includes tournaments, artists, seminars, manufacturers, game designers and lots of fun!! Contact: ManaFest Hotline @ 415-985-5223.

ILLINOIS

JUNE 11, CHICAGO

Comic Book Convention, Hyatt Regency Woodfield, 1800 East Golf Rd., off Rt. 53 North, 50 tables, $60 each, $3.25 admission, 10am-4pm. Guests: TBA. Giveaways. Contact: Great Eastern Conventions @ 908-788-6845.

JUNE 30-JULY 2, ROSEMONT

Chicago Comicon—20th Anniversary Celebration, Rosemont Convention Center, 5555 N. River Road, 275 dealer tables, Admission: $12.00 per day or $30.00 for all three days, Fri. & Sat. 10am-6pm (evening events, also), Sunday 10am-5pm. Guests: Peter David (Guest of Honor), Jeff Smith (Special Guest), Stan Lee (Special Guest), Alex Ross, Phil and Kaja Foglio, Rick Parker, Mike Baron, Mart Nodell, Rob Davis, William Tucci, Larry Welz, Jim Balent, Kurt Busiek, Max Collins, Neil Vokes, Brinke Stevens, Colleen Doran, Steven Hughes, Brian Pulido, Marc Hempel, Don Simpson, Bart Sears, James Owen, Joe Quesada, Jimmy Palmiotti, J. Michael Straczynski. Contact. Nancy Ford @ Chicago Comicon office, 708-852-2514.

INDIANA

JULY 7-9, INDIANAPOLIS

Indy-Monthly Comic Show, Eastgate Mall, 7150 E. Washington St., 35-plus 8 ft. tables @ $60 (1) or $95 (2), free admission, mall hours (Friday-Saturday: 10am-9pm; Sunday: Noon-5pm). Contact: Rick Garcia @ 317-357-9999.

MARYLAND

JUNE 18, GAITHERSBURG

Capital Associates, Gaithersburg Holiday Inn, 2 Montgomery Village Ave., 65 tables @ $65 each, $2 admission, 10am-4pm. Contact: Jeff Rocen of Capital Associates @ 703-503-5834.

MASSACHUSETTS

JUNE 4, BURLINGTON

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, VFW Hall, Exit 34, Winn Street, next to Marshall Simmons Jr. High, tables available, $2 admission, 11am-4pm. *Magic* cards, toys, POGs and thousands of half-price and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

JUNE 11, BOSTON

Comic Book Convention, 57 Park Plaza Hotel (Howard Johnson), 200 Stuart St., 70 tables, $75 each, $3 admission, 10am-5pm. Guests: Richard Pace (artist of *Rune*, from Malibu), Steve Lieber (artist of *Hawkman* from DC). Giveaways. Contact: Great Eastern Conventions @ 908-788-6845.

JUNE 18, NATICK

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Holiday Inn Crowne Plaza, Rt. 9 East, across from the Natick Mall, tables available, $2 admission, 11am-4pm. *Magic* cards, toys, POGs and thousands of half-price and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

JUNE 25, ROCKLAND

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Ramada Inn, Exit 14, Rt. 228, off of Rt. 3 south of Boston, tables available, $2 admission, 11am-4pm. *Magic* cards, toys, original art, POGs and thousands of half-price and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

JULY 30, BOSTON

Comic Book Convention, 57 Park Plaza Hotel (Howard Johnson), 200 Stuart St., 70 tables, $75 each, $3 admission, 10am-5pm. Guests: James Fry (*Shadowhawk*, from Image), and more TBA. Giveaways. Contact: Great Eastern Conventions @ 908-788-6845.

NEW HAMPSHIRE

JUNE 11, NASHUA

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Holiday Inn, Exit 4 off Rt. 3, tables available, $2 admission, 11am-4pm. *Magic* cards, toys, POGs and thousands of half-price and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

NEW JERSEY

JUNE 17, WOODBRIDGE

Comic Book Marketplace, The Sheraton Hotel, 515 Rt. 1 south, across from the Woodbridge Mall, 40 tables @ $55 each, $3 admission, 10am-4pm. Guests: Chris Allan (*Teenage Mutant Ninja Turtles Adventures*), Andé Parks (*Catwoman*, *Wonder Woman*, and *Lobo*), and Vince Russell (*Youngblood Strike File*, *Brigade*, and *Supreme*). Plus $100.00 in show cash door prizes. Contact: Ron Jordan @ 908-828-5955.

JUNE 25, WAYNE

Wayne Comic Book Expo, Holiday Inn, Route 46 East Service Road, 308 ft. tables, $55 each, $2 admission, 10am-4pm. Special features: primarily comic books (all eras and prices), some non-sports cards and toys, hourly door prizes, old-fashioned no-minimum-bid auctions. Show us your *Wizard* magazine for a $2 merchandise credit with your paid admission. Contact: B. Brzezinska @ 201-783-0608.

NEW YORK

JUNE 25, NEW YORK

Comic Book Convention, Madison Square Garden, 31st Street & 7th Avenue, 70 tables, $108.25 each, $4 admission, 10am-6pm. Guests: Rick Parker (artist of *Beavis and Butt-Head*, from Marvel), Sandu Florea (artist of *War Machine*, from Marvel), Malcolm Davis (artist of *Hulk 2099*, from Marvel) and more TBA. Giveaways. Contact: Great Eastern Conventions @ 908-788-6845.

JULY 2, NEW YORK

Comic Book Extravaganza, The Marriott-East, 525 Lexington Avenue (49th Street), $4 admission, 50 cents off admission with this *Wizard* ad (children under 6: free), 10am-4pm. Yo, baby baby, we're getting serious with the bad boys from SIRIUS ENTERTAINMENT. We're blowing the lid off this crib with **Joseph Linsner** (Cry *For Dawn**master cover artist) and **Kevin J. Taylor** (*The Girl*Model by Day*Fang*). The bad girl scene was nowhere until these guys arrived! **Holy @#%*!** Strap yourself in, it's the hottest FOX TV show and TOPPS comic book series today. ***The X-Files***! Live and in person: **Stefan Petrucha** and **Miran Kim**! Plus mind-blowing mystery guests and surprises! (Don't ask.) An avalanche of fantastic promos and premiums awaits you from the finest comic and card companies. Set the alarm clock, because the first 50 people get super-packages! Comic Book Extravaganza is the premier showcase for comics,

non-sports cards and collectibles in New York City! Contact: Max Gottfried @ 718-441-9868

JULY 23, NEW YORK

Comic Book Convention, Madison Square Garden, 31st Street & 7th Avenue, 70 tables, $108.25 each, $4 admission, 10am-6pm. Guests: James Fry (artist of *Shadowhawk* from Image), Steve Lieber (artist of *Hawkman* from DC) and more TBA. Giveaways. Contact: Great Eastern Conventions @ 908-7BB-6845.

NORTH CAROLINA

JUNE 11, CHARLOTTE

Comic Book, Trading Card & Toy Show, Ramada Inn-Airport Central, 515 Clanton Rd. (Exit 7 off I-77), 34 tables @ $50 each, $2 admission, 10am-5pm. *Star Wars* toys, too. Call Mark Merrill for guest updates and more information @ 704-7B7-3911.

JUNE 24, GREENSBORO

Comic Book, Trading Card & Toy Show, Howard Johnson Plaza, Gilford College Rd. (Exit 213 off I-40), 35 tables @ $50 each, $2 admission, 10am-5pm. *Star Wars* toys, too. Call Mark Merrill for guest updates and more information @ 704-787-3911.

JUNE 25, DURHAM

Collectible Dreams Promotion, The Searle Center at Duke University (off Research Drive), 36 tables @ $65 each, $3 admission, 10am-4pm. Guests: Scott Hanna (*Batman Forever* adaptation and *Detective Comics*). Contact Sue Furman @ 919-B76-2946.

JUNE 25, RALEIGH

Comic Book, Trading Card & Toy Show, Days Inn-North, 2805 Highwoods Blvd., (exit 118 off I-440), 24 tables @ $50 each, $2 admission, 10am-5pm. *Star Wars* toys, too. Call Mark Merrill for guest updates and more information @ 704-787-3911.

OHIO

JUNE 25, ST. CLAIRSVILLE

Ohio Valley Comic Con, Days Inn, I-70 at Exit 220, 2B 6 ft. tables @ $40 in advance, $2 admission (children 6 and under: free), 10am-4pm. Contact: Jeff Harper @ 216-499-6056.

JULY 9, COLUMBUS

Buckeye Comic Con, Holiday Inn West, I-270 at Exit 10, 59 6 ft. tables @ $55 in advance, $3 admission (children 6 and under: free), 10am-4pm. Guests: Ken Lashley (artist of *Excalibur* and *X-Calibre*), Joe Phillips (artist of *Silver Surfer* #100, *WildC.A.T.s Adventures*, Marvel & DC cards), Karl Story (artist of *Legionnaires*, *Savage Dragon: Blood & Guts*, *Aliens vs. Predator*—1st series, *Star Trek. Debt of Honor* Graphic Novel). Contact: Jeff Harper @ 216-499-6056.

OREGON

JUNE 25, PORTLAND

Portland Comic Book Show #41, Memorial Coliseum, 1401 North Wheeler Street, 175 tables @ $75 each, $3 admission, 10am-5pm. Guests: Howard Chaykin (artist/writer of *Fury of S.H.I.E.L.D* and *Power and Glory*), Len Wein (writer for *Gunfire* and *EXO-Squad*), Ernie Chan (artist for *Conan* and *Savage Sword of Conan*), Karl Kesel (artist on *Superboy*, writer on *Adventures of Superman*), Brian Snoddy (artist on *Bar Sinister* and *Magic* cards), Kirk Van Wormer (artist on *Vengeance of Vampirella*). Contact: Second Genesis @ 503-7B8-1031.

PENNSYLVANIA

JUNE 4, CHADDS FORD

Comic Book Marketplace, Ramada Inn, 1110 Baltimore Pike, at Rt. 1 & 202, 30 tables @ $55 each, $3 admission, 10am-4pm. Guests: Larry Mahlstedt (*Amazing Spider-Man*), Greg LaRocque (*Flash*, *Steel*, and Legacy Comics' *Out of Towners*), and Dan Parsons (*Aetos the Eagle* and *Out of Towners*). Plus $100.00 in Show Cash Door Prizes. Contact: Ron Jordan @ 908-828-5955.

JUNE 10, LANGHORNE

Comics & Cards, Sheraton Books County, 400 Oxford Valley Road, 55 tables @ $40 each, $1 admission, 9am-3pm. Contact: Greg Petrino @ 215-968-8577.

TEXAS

JUNE 4, HOUSTON

Card & Comic Convention, Marriott Greenspoint, 255 North Sam Houston Pkwy. East, 50 tables @ $70 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JUNE 4, SAN ANTONIO

Card & Comic Convention, Wyndham Hotel, I-10 and Wurzbach, 40 tables @ $55 each, $1 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JUNE 10, BEAUMONT

Kingdom Con 7, Beaumont Civic Center on Main Street, 35 tables @ $35 each, $2 admission, 9am-6pm. Call for guest updates. Contact: Scott Smithart @ 409-860-4848.

JUNE 11, AUSTIN

Card & Comic Convention, Embassy Suites Hotel, 5901 North I-H35, 35 tables @ $55 each, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JUNE 11, HOUSTON

Comic Carnival '95 4th Annual Summer Spectacular Show, Houston's largest annual comic book event, Holiday Inn Convention Center Hotel, 9100 Gulf Frwy., I-45 South, College Airport Exit, 4 ballrooms with over 15,000 sq. ft. of exhibition space, advanced tickets on sale at Houston's finer comic book stores, $5 admission, $4 in advance, children under 10 free, 10am-5pm. Special guests include Shannon Wheeler (creator and artist of *Too Much Coffee Man*), Matt Nastos (*Elfquest: New Blood* and Superman artist), Rober Quijano (Milestone/DC artist), Rus Sever (*Venom* artist), Space City Comics, Tempest Studio, Rook Comics and more. One entire ballroom devoted to small press and independent publishers (some tables still available), special video room showing animation and action videos all day. Tons of comics, *Magic* cards, sports cards, non-sports cards, toys, action figures (GI Joe, Power Rangers, *Star Trek*, and *Star Wars*), movie posters, POGs, T-shirts, specialty items and more. 5 free comics to the first 500 attendees, plus free promo items from Tekno•Comix! One entire ballroom devoted to the 1st annual Houston *Magic* Card Tournament of Champions, with trophies and prizes to the winners, silent auction featuring Golden and Silver Age comics. For dealer info, call 713-335-1130, or for artists updates or general info, call 713-335-SHOW (7469)—24 hours a day.

JUNE 11, HOUSTON

Card & Comic Convention, Marriott Westside, 13210 Katy Frwy., I-10 West Exit Eldridge, 45 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JUNE 17, HOUSTON

L. King Collectibles, Monthly In-Store Sale-Bration, 3001 Fondren, free admission, 10am-6pm, one free raffle drawing for every $10 purchase, raffle prizes include over $750 worth of comic books, sports and non-sports card boxes and wax packs! Comics, *Magic: TG* and *Star Trek* gaming cards, POGs, figures, sports and non-sports cards, and more! Free comic book with this ad! Call 713-782-2273 for more information.

JUNE 18, HOUSTON

Card & Comic Convention, Holiday Inn, I-10 & Silber, 7611 Katy Frwy, I-10 West Exit Silber, 50 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JUNE 25, AUSTIN

Card & Comic Convention, Embassy Suites Hotel, 5901 North I-H35, 35 tables @ $55 each, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-B676.

JUNE 25, HOUSTON

ALL-COLLECTIBLES SHOW and AUCTION, Harvey Hotel, 2712 Southwest Frwy. at Kirby, 85 6 ft. tables @ $60 until June 5, $85 thereafter, $3.50 admission, children under 12 $1, 10am-5pm. **Major Collectibles auction** at show, ***Magic: The Gathering* Tournament, Batman** art and action figure contests—call for details! **Over $1,000** in giveaways, **door prizes** include every comic on the ***Wizard* Top Ten! 5 free comics** (average total value $10) **with this ad!** (Limit one ad per paid admission, photocopies OK.) Special comic guests to be announced, free gifts from major comic book and film companies, **special convention exhibit—see one of the best Batman collections in the southwest on display; over 1,000 items!** For more information on the best shows in Texas, call 713-667-TOYS (8697)!

JULY 1, HOUSTON

Comic, Card and POG Convention, Hilton SW Hotel, 67B0 SW Freeway, Exit Hillcroft, 30 tables @ $70 each, $2 admission, 9:30am-4pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JULY 4, HOUSTON

Comic, Card and POG Convention, Holiday Inn SW, 11160 SW Freeway at Beltway B, 35 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JULY 22, GALVESTON

Galveston County 7th Annual Comic & Card Convention, Holiday Inn, 5002 Seawall Blvd., 27 tables @ $90+ each (call to receive more detailed dealer information), $3 admission, 10am-5pm. Contact: Ms. Q @ 409-93B-4221.

VIRGINIA

JUNE 9-11, NEWPORT NEWS

Collectorscon VII, Patrick Henry Mall, 12300 Jefferson Avenue, 60 tables @ $125 each, Fri-Sat 10am-9pm, Sun 12 noon-5:30pm. Guests: Al Simmons (a.k.a. Spawn) and The Spawnmobile. Contact: Tom Morey @ 804-624-0657.

JULY 9, TYSONS CORNER

Comic Book and Trading Card Show, Ramada Hotel, 7B01 Leesburg Pike (Falls Church), 80 tables @ $65 each, $2 admission, 10am-4pm. Contact: Jeff Rocen of Capital Associates @ 703-503-5834. ☆

If you'd like to use *Wizard*'s magic to help advertise your comic book event, call Koren Evoro at (914) 268-3907.

Business As Unusual

by Todd McFarlane

A lot of people may not know this, but when I was putting myself through college, I worked at a couple of comic book shops. I worked in them because a) I was enamored with comics and wanted to be around them as much as I could, and b) because I traded my services for comics. When I worked, I felt I should be as helpful as possible, answering customers' questions and pointing them towards the books they wanted.

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Nowadays, in all businesses, it usually works a bit differently. Most store owners or employees won't talk a customer out of buying something. Instead, they'll almost go to the extent of lying just to get a customer to buy something.

For instance, how mony times have you guys out there gone to the women's department in a department store with your wife (or girlfriend or mom) so that she can try something on, and the sales clerk—trying to get some commission—says it looks great on her, even though it might be too tight or is just plain ridiculous-looking? In other more "hands off" stores, the employees will at least point you in the direction of the product you want to buy.

But comic stores today seem to be an entirely different beast. As I grew to become a professional, I thought that some of the business skills used by store owners and employees to sell comic books were rather odd. Stores order comics to place on their shelves, and when customers come in to buy them, some store personnel almost seem to talk certain fans out of buying what they really wont. And it makes me wonder why that is. After all, why would owners turn down a sale, especially in these trying times?

So instead of inquiring to retailers about these things I've been hearing obout, I figured I'd ask you, the reader. It seems unfair that all of these seemingly bad things hit *you* the hardest. So what I'd like to do is have another contest of sorts. I want you to tell me why your store owner is the best person in the country. I don't want you to just say, "They're a great person 'cause they sell me my comics." I want you to give me a detailed explanation of why you keep going back to this comic store. Maybe you were forced to stop going to another store because of various reosons (the owner screwed you over, made fun of you, called you a punk, etc.). Or perhaps the guys at your local comic shop actually treot you with respect. Whatever. Just let me know.

I want you to write to me in care of my *Spawn* letters page:

The Spawning Ground
P.O. Box 25468
Anaheim, CA 92825

The ones I like the most will win free Spawn toys ond signed comics. I'll print the best stories here in a couple of months.

So get crackin'! And I'll see you next month. ☆

Todd McFarlane is a co-founder of Image Comics, and is the writer and artist of Spawn.

*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

WizaRd BullPeN

EVIL HYPNOSIS PAYS OFF!

When Copy Editor Andrew Kordon joined the mildewy *Wizard* staff in late July '94, few took his claims of getting his dog Muffin or ex-Twisted Sister lead singer Dee Snider into the pages of *Wizard* seriously. But slowly, after numerous subliminal messages beamed directly into the mind of *Wizard* Editor-in-Chief Pat McCallum, Muffin found his way into two issues of *Wizard* (#41 page 18D and #42 page 41), and Twisted Sister saw two write-ups as well (#43 page 21D and #45 page 203). And on Tuesday, April 4, the purpose behind Andrew's *twisted* machinations (ba-da-bump) was revealed, as the lovely *Wizard* receptionist Chandra Dunitz forwarded Andrew a call...from Dee Snider! Yup, 10 months of subversive name-dropping paid off, as Dee's son Jesse spotted the references and showed his ex-comic collecting dad the book. After reading Andrew's Twisted Sister-laden profile in *Wizard* #43's Bullpen, Dee figured Andrew was responsible. So Andrew got to chat with Dee about comics, *Wizard*, Dee's new band Widowmaker and about giving Dee and Jesse a tour of Wizard HQ. So what have we learned from Bullpen name-dropping sessions? Not much, but here goes nothing: Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford! Cindy Crawford!

So, Andrew, now that you've talked to Dee, what are you gonna do next?

WHO ARE YOU?

PHIL COLLIGAN

Assistant Price Guide Editor, *Wizard: The Guide To Comics*

What is it you do at *Wizard*?
As Price Guide Editor Bob Marshall's assistant, I'm responsible for setting up the comic and card surveys, and updating the price guides each month. I also help the research end of *Wizard* by organizing the library and preventing Bob from sucking everyone's blood.

Your favorite sections in *Wizard*?
Magic Words and Bullpen.

What have you learned from working on the price guides?
The way books constantly increase and decrease in value is interesting; I can't believe how certain books go up.

What superheroes have you most often been mistaken for?
Robin or Bucky.

What would your biography be called?
Size Matters Not!

What are your biggest problems in life?
Three words: taxes and girls.

Favorite TV show?
Married...with Children.

Favorite musical performers?
U2, Billy Joel, Stone Temple Pilots and Nirvana.

Favorite album?
U2's *Achtung Baby*.

Favorite *Magic: The Gathering* card?
Atog! It's an awesome-looking card.

Who would play you in a movie?
Fred Savage or Elijah Wood.

Person with whom you'd like to star in a film?
Cindy Crawford—she could only kiss me throughout the film and nobody else.

Favorite comics?
The Spectre and *Impulse*.

Favorite comic book story of all time?
"A Death in the Family," from *Batman* #426-#429. It really showed how even someone like Batman can go through a great deal of turmoil.

Do you have any nicknames?
Young Phil and Image Boy.

What superpower would you want, and why?
The ability of flight—it's an amazing power, and you can go anywhere you want with it, without having to take a taxi.

Top 10 Ways them Power-Hungry Republicans Intend to Screw with the Comic Book Industry:

10. "Hitler was a Democrat!" worked into Marvel continuity. (Just like the Red Skull.)
9. Cleavage tax. (Chaos! Comics goes bust.)
8. Apply pressure to *Daily Planet*, get Clark Kent's liberal ass fired.
7. Kingpin pardoned, given criminal empire back.
6. Conventioneers Must Shower provision.
5. Arms contract with Latverio raises a few retailers' eyebrows.
4. Off that Frank Miller guy.
3. Screw that whole Sentinel gig, just cancel all the X-books. That'll fix them dirty mutes.
2. Roxxon Oil given special tax breaks.
1. *Wizard* now only has to have 11 Image covers a year.

INQUEST #3

The finest guide to collectible card games plows into its third issue in June with a striking **Charles Vess** cover! It starts out with **the definitive TSR interview**, including a talk with Jim Ward, award-winning game designer—we'll find out what's happening in the gaming company's future and let *you* know! Plus, how valuable *are* your *Magic* cards, really? We put 'em to the test! We also turn the spotlight on wizards, and cast ***Magic: The Movie—The Bad Guys***! We'll also give you a chance to **win all the Bridge Crew cards** from the *Star Trek: The Next Generation* game! Don't get caught playing without this issue! **$3.50**

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WIZARD: THE GUIDE TO COMICS volume one, forty seven (47), July 1995

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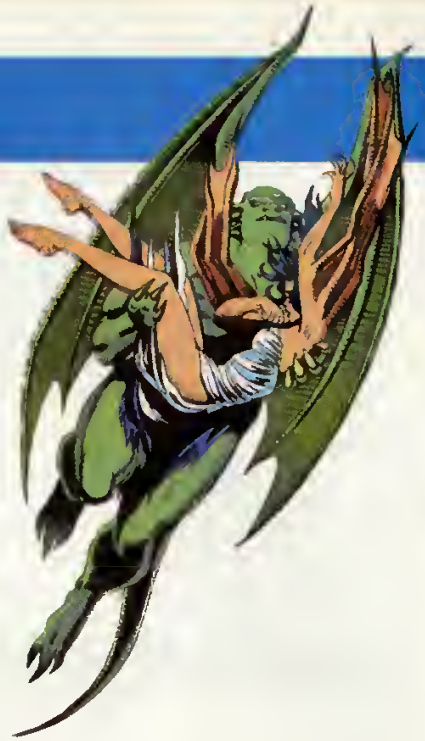

Here's looking at...AMANDA CONNER

by Ruth Morrison

Comics forced Amanda Conner into a life of crime.

"When I was about seven," laughs the versatile penciler, "I would steal money from my aunt's boyfriend's underwear drawer to finance my comic habit!"

Eventually caught and rehabilitated, Amanda's comics addiction never abated. "I graduated from the Kubert School, I worked at a color separation house, and I apprenticed for a year or so to [artist] Bill Sienkiewicz."

Apprenticing for Sienkiewicz meant keeping his studio organized, doing background art, and filing reference material. "I also modeled for *Elektra: Assassin*, which was fun, because I got to beat up on Bill and Peter Sanderson [Marvel writer and archivist]. Beating up on people is more fun than doing backgrounds!"

While trudging back and forth between Marvel and DC, looking for work, Marvel took the bite, giving Conner a Yellowjacket story for *Solo Avengers*.

Since then, Conner has subsequently worked on everything from Archie books to Marvel's X-books, doing various covers, pin-ups and stories (*Excalibur* #80). "And I tried to get Archie to bring back Josie and the Pussycats, but to no avail!"

"I did a long run on [Claypool Comics'] *Soulsearchers and Company*, which was a lot of fun. *Soulsearchers* is co-written by Peter David and Richard Howell. I'm still doing the covers, and even though I'm not on it anymore, I still like to read it. It's a damn good read."

While citing influences like Frank Miller and animator Chuck Jones, Conner believes the greatest ones are her parents. "My mom illustrates children's books and paints. My dad always wanted to be a comic artist, but went into advertising instead. He's very proud of what I'm doing."

Amanda's sense of humor and fun shows up in most of her projects. "I like to put strange things in the backgrounds of the things that I draw," she chuckles. "I used to put a lot of them in *Soulsearchers*. I like putting in recognizable people and characters, and references to real things like that. I had [*Ash* artists] Jimmy Palmiotti and Joe Quesada make guest appearances in *Barbie* #43. Look for them!"

Beyond comics, "I tease my cats, I love to travel, and I hang out with friends." Amanda laughs, "I also co-own a comic book store, with my husband, Steve Conte, but I guess that that's part of life within comics."

As for her current doings, "I am working on [Marvel's] *Gargoyles* and Marvel Music's *Rock Video Girls*, but I don't know what I'm going to do next. I want to try a lot of different stuff. I don't want to get stale."

Photo courtesy of Amanda Conner. GARGOYLES ™ & © Buena Vista Pictures Distribution Inc

First comic read...
A *MAD* magazine that I got from the tooth fairy. I got a *MAD* magazine and a nickel. I liked the *MAD* magazine more ..

Favorite comic of all time...
Daredevil #181. It was such a tragic romance and it was so damn good. It was the one where Bullseye wastes Elektra, and it was such a heartbreaker.

Favorite work of your own...
The Star Wars Galaxy series II card that I did with Chewbacca. It's a fun card, and I think that it's the favorite thing that I have of my own in print.

Comics you currently read...
Martha Washington [books], *Sin City* and any Frank [Miller] stuff, *Ash*, *Groo*, *Generation X*, *Love & Rockets* and *Soulsearchers & Company*

Favorite comic character...
My all-time favorite would be Elektra, although my current favorite would be Martha Washington.

The one person you'd like to meet...
Christ. Or Elvis. Wait—is this person supposed to be living or dead? Oh, well. I guess they fit both categories...

Favorite munchie at 2 a.m....
Anything that I can get my grubby hands on! When I'm hungry, keep your hands and feet away from my face!

Costume last worn at Halloween...
I was Wonder Woman. I made a costume, I dress up every year. I was Rogue the year before.

Last good movie seen...
The home video where my dad is getting beaten by vicious waves while riding a "boogie board." Oh, yeah...*The Professional* and *Pulp Fiction*, too.

Person who would play you in a movie...
Ellen Barkin or Laura Dern. Unless I was feeling really cocky, and then I'd say Sandra Bullock or Uma Thurman.

People you would most like to work with...
Frank Miller. And I think Quentin Tarantino would be a kick to work with.

If you had the power of the Beyonder...
I would probably waste a lot of my time and power playing large-scale practical jokes on the entire planet Earth.

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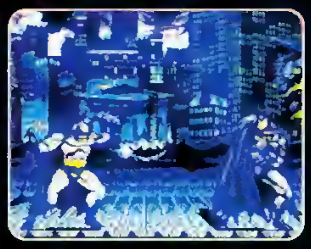

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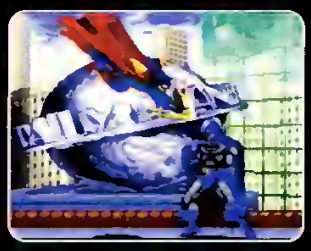

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